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EXCLUSIVE!

MICRO MACHINES 2



THE BEST JUST GOT BETTER!

MEGADRIVE

STREETS OF RAGE 3



- SAMPRAS TENNIS
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MEGA-CD

LAWNMOWER MAN



- MORTAL KOMBAT
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MEGADRIVE MAYHEM!

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INSIDE: ACCLAIM'S 32BIT GAME!

PGA EUROPEAN TOUR



SPORTS
ELECTRONIC ARTS

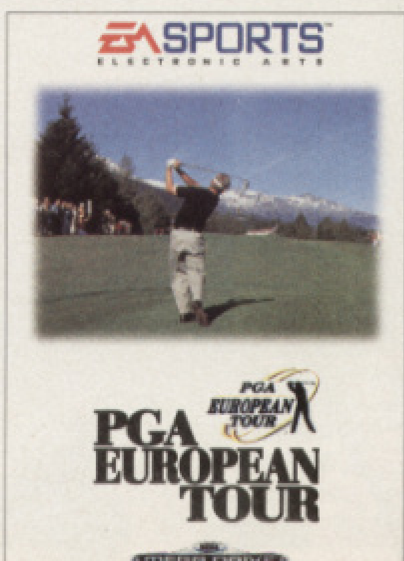
Windswept at Wentworth

The Championship Course at Wentworth is difficult enough when you're facing the greats of European golf. Seve, Woosie, Sandy... the gang's all here. But there's far more to the PGA European Tour, including the weather. Judging the wind is just one of the elements – if you're not careful that perfect drive will make a big splash in the drink. Drop a stroke? You're more likely to *have* a stroke. And when the sky's dark and brooding like a mother hen, the only birdies on the course are the chickens playing it safe with the shorter club.

PGA European Tour perfectly recreates the challenges of professional tour golf – tricky ball lies, varied weather, and every blade of grass on 5 of Europe's top courses. Test your nerve on 90 holes in 5 game modes, 2 of which are brand new. Hone your skills with a Practice round, play a Tournament against 60 European Tour pros, or take the Skins Challenge with a pot of dosh at the end of every hole. And now there's Matchplay and the Canon Shoot-Out too, where a single slice can put you back in the club house.

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if it's in the GAME, it's in the GAME™

EA SPORTS
ELECTRONIC ARTS

COVER STORY

PROBOTECTOR

PAGE 16

REGULARS

EDITORIAL 6
This month we have Deformity Showcase, for your delectation. Also, more postcards, because it's a funny enough idea for two months running.

NEWS 10
Blistering news this month, with more news on the Megadrive-32 — countdown to a RISC-based Christmas.

MEAN YOB 26
Mean Yob came under attack this month for being a sexist pig encouraging youth to be violent. Nice to see he's getting his message across!

Q&A 30
Since gaining enlightenment Steve's taken to orange robes, tambourines and Bic razors. He's now ready to disseminate the accumulated wisdom of Mu Mu.

PAUL'S TIPS 32
The Crown Prince of Easy Freelance ('I say, I say, I say' etc), Paul Davies, presents more tips, amidst Primadonna fits over the style of his cartoon depiction.

REGIONAL SPOTLIGHT 84
Look here for reputable advertisers, mail order and, the oldest profession, grey importers.

MEGAMART 94
Etymology: From the 18th century vendor 'Meg of Old Kent Road' and her occasional market of fresh produce and video games. 'Meg's Market' — later shortened to 'Megamart'.

NEXT MONTH 97
I haven't decided what to write there yet. No comment.

EXCLUSIVE Another Konami smash-in-the-making. MEAN MACHINES get first dibs on Probotector, the Megadrive homage to the Contra series of Nintendo games. Many have conjectured on just how good it will be. But only we know. Care to be enlightened? PAGE 16, mucker.





CO

FEATURES

EXCLUSIVE **MICRO MACHINES II 20**
The racing game that made Codemasters a console chart-beater... is back! And the company are striving to better that which is almost perfect. Two turbo-charged pages reveal their efforts just might succeed.

EXCLUSIVE **LAWNMOWER MAN 22**
It cuts grass, but does it cut the mustard? Tengen tenaciously offer their licensed version of the sci-fi film, which promises to render some unlikely 3D effects on the Megadrive. Scrutinise at your leisure.

TOEJAM AND EARL II 36
It's a funksome guide to a funky game. No jive.

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TOMCAT ALLEY 86
Strangely, not a soap opera of household pets, but a look at Sega's new air combat game using Macintosh-derived Cinepak technology.

SPEED RACER 90
Accolade have produced a game based on these popular Matchbox size cars, which young children can't choke on.

WORLD CHAMPIONSHIP SOCCER 90
Sega try to outdo their Ultimate Soccer (which now seems to be penultimate) with a whole new leather-bladder of a game.

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SENSIBLE SOCCER CD 92

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REVIEWS

MEGADRIVE

STREETS OF RAGE III 42
We get our say on the largest Megadrive cart yet. Uncompromising, as usual.

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Vertically-scrolling shooter, anyone? Pass the waffles and tank-top, Mater. Let's go Retro!

MEGA TURRICAN 52
Lucy likes this one. Big Time Robotics.

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PETE SAMPRAS TENNIS 58
Codemasters do for tennis what they previously did for driving.

MICKEY'S ULTIMATE CHALLENGE 62

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GOOFY'S HYSTERICAL HISTORY TOUR 76

BATTLESHIP 79

SHADOW RUN 80
Sleepless in Seattle. No wonder with all this Cyberpunk gubbins going on, in a 2050 vision of the future.

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LAUGHING SALESMAN 72
Watch Japanese cartoon men harassing women! Then write to your MP!

MORTAL KOMBAT CD 74
The biggest-selling game of last year now comes on a shiny flat disc as well as a chunky chip. Now that's what I call consumer choice!

MASTER SYSTEM

BATTLEMANIACS 78
Our comprehensive Master System coverage continues with, er, this.

EDITO...

WHODUNNIT

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COMPETITION RULES

Steve, Gus, Claire, Lucy, and Oz can't win. Or Mel, or Nichola or any other Emap Images employee and family (which includes Jeff Zie's baby) and probably Claire's boyf in Preston (is that the sound of a million prepubescent hearts breaking we hear). No other winners from companies and agencies related to the magazine or competitions. And the Editor's decision is final, no matter how daft he may seem.

GREAT UNANSWERED QUESTIONS OF OUR TIME: No 2

Where did the bandana get its name from? Does it have anything to do with bananas, which sound similar? And why do people who wear items of head gear find it hard to edit magazines properly? Only last week, Steve sat with a Jerry helmet on and couldn't get a thing right. The moral: Don't run a magazine with a tea-towel wrapped round your head — it will only end in tears. Heh, sod crappy Dingbats messages...



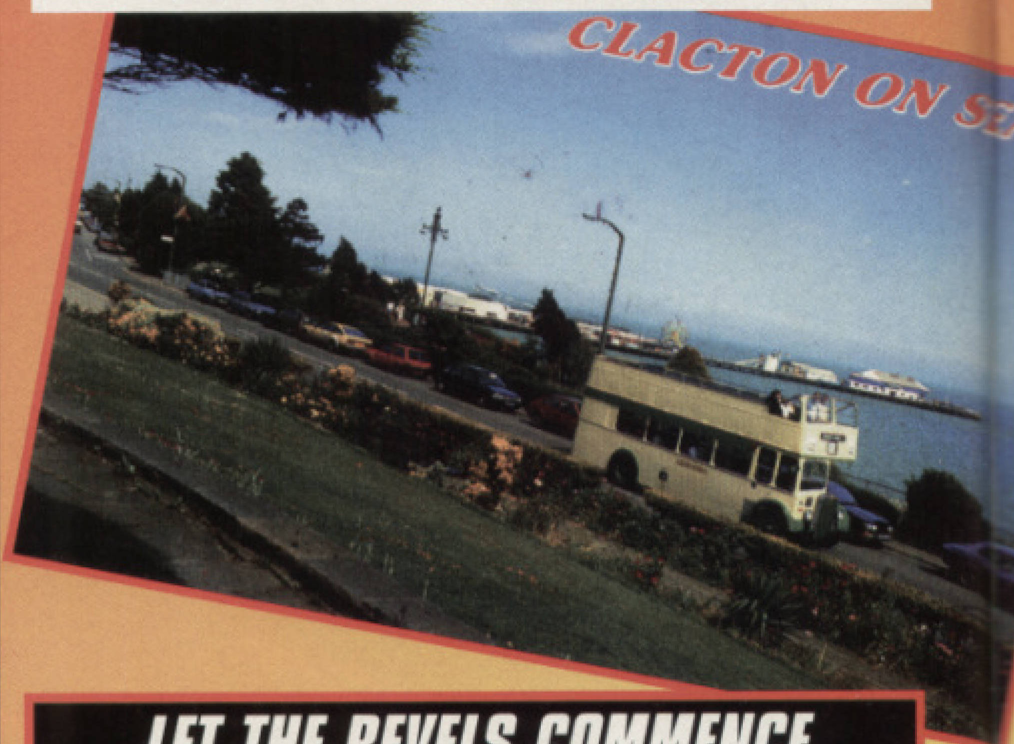
STEVE

Well, the Saturn and Megadrive-32 machines are well on their way, and we've had early peeks at some of the first stuff for the new 32-bit machines. With Acclaim, Core Design, Imagineer and Konami already planning world domination for these machines, the future is looking very bright indeed. What's more, Sega's home-grown stuff is simply stunning, too, and we were blown away when we saw Daytona and Virtua Fighters in their home formats — they are nothing short of fantastic, and will be unveiled within this very mag real soon.

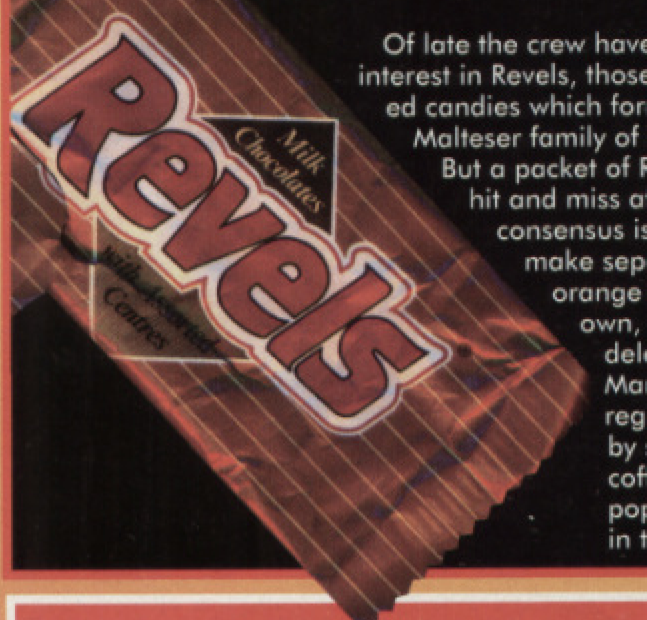
And what do Nintendo throw back in an attempt to get even? An adaptor to play old Game Boy titles in colour through your Super NES! Blimey, I bet that got Sega quaking in their boots when news got through! It has to be said that there has never been a better time to be a Sega owner and, as always, MEAN MACHINES SEGA will bring you all the latest news first. If you want all the latest news and all the biggest games first, this is the place to be. Our exclusive looks at Probotector, Micro Machines 2, Lawnmower Man and Marko should convice you of that — but the best is just round the corner. See you next month.

Steve

RESORT OF THE MONTH



LET THE REVELS COMMENCE



Of late the crew have displayed an interest in Revels, those chocolate coated candies which form part of the Malteser family of nibbling snacks. But a packet of Revels is rather a hit and miss affair. The office consensus is that they should make separate packets of orange Revels on their own, as they are most delectable. Come on Mars! Until then, register your protest by sniffing out the coffee ones and popping them back in the packet.

VIRTUA SNIPPET

When viewing the Action Replay, press A to view the race from directly overhead. You heard it here first...

BY GEORGE!

Many of you would probably like to know about our unsung heroes: Importer! No task too great, no distance too far. This month alone, Dream Machines 2 furnished us with Mega Turrican, Rise of the Dragon, Third World War, Mickey's Ultimate Challenge, Streets of Rage 3, Shadowrun and Battleship. Call Mark Hendry on 0429 869 459

But our old stalwart is George at ICE Distribution, who provided Goofy's Hysterical Tour, Laughing Salesman and Grindstormer. As ever, he's awaiting calls in Doncaster on 0302 340 079. We can't tell you what George looks like, as we've never seen him. In fact, let's do a little compo. Send us your artistic impressions of our mysterious importer and we'll check out the best lookey-likeness, the artist getting a prize.

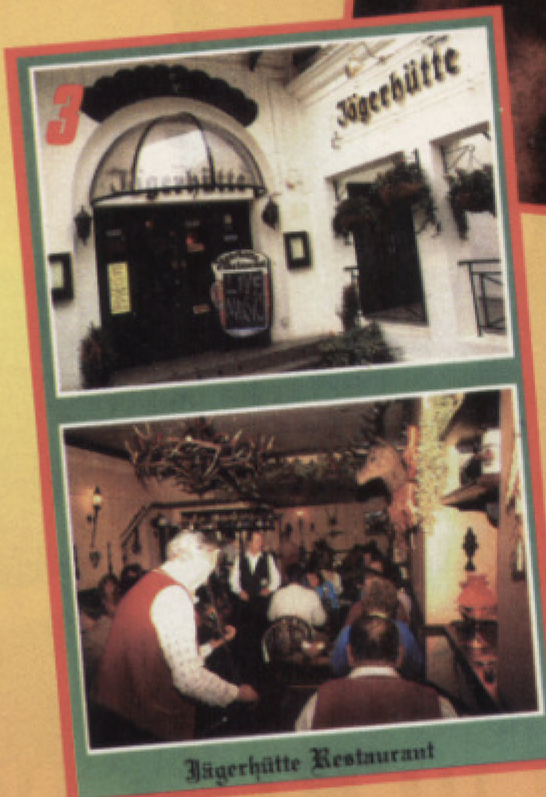
RIAL

POSTCARDS FROM THE EDGE 2









More silly salutations:

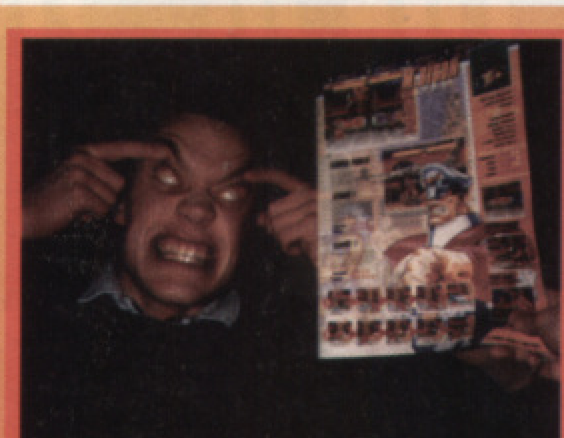
1. Forest of Dean. Pic of tree, from place where EMF came from. Look there's the potato-headed singer swinging from an upper branch. (Darren Knight)

2. 'Liquid Sleep'. Wombscan of a two-headed baby. Yum. (Matthew Monk)

3. Relax in this gypsy restaurant, with an annoying old git playing the violin in your ear. (Mr and Mrs R.E Harris)

Keep 'em coming...

SEPERATED AT BIRTH



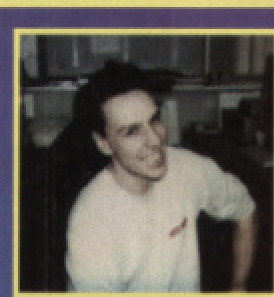
:M Bison has an undeclared relative. Mr Alan Kemlo of Edinburgh has denied the brutal antics of his sibling, but the family resemblance is unmistakeable. People of Scotland — Live in Fear! Thanks to Ian Shaw for the expose.

THE TEAM

BACK CHAT

Asking people out is one of life's tribulations. As you'd expect, the Casanovas and Mata Haris of Mean Machines do it with infinite style.

STEVE MERRETT



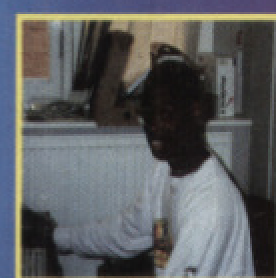
Now that our Editor is contemplating the Big One (with an English Rose called Liza), chat ups will soon become a distant memory. However, masquerading as married has served him well before. "You look like my first wife," he mentions in passing to his intended. "Oh so, you're married then?". "No...".

LUCY HICKMAN



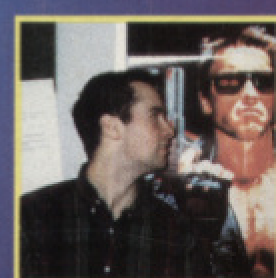
"There's no such thing as a faithful boyfriend" remarks Lucy while indulging in conversation with a likely lad. It's not so much of an opinion than a suggestion. But La Hickman would like to make clear that this doesn't make her one of those 'free love saps'. "I only say it on the first meeting to break the ice. If he ever strayed with me it's legs that would get broken".

OZ BROWNE



Oz is lost for words when he's around girls. He prefers to let the language of love speak for itself. However, Dave Kelsall of PC Games has offered some potential lines: "Do you like texture-mapping? I like it": or: "I know the mirror mode cheat for Virtua Racing", or: "Voulez Vous jouer avec mon Sonic trois, ce soir?".

ANGUS SWAN



Sadly, Gus has watched Saturday Night Fever too many times, uttering stinkers like "I'm dynamite baby, gonna make me explode?". Lately he's taken a rather cheeky and more physical attitude to wooing. Step 1: approach politely with, "You seem to have something on your lip..." Step 2: Leap forward for the snog — "Me!".

CLAIRE COULTHARD



Claire's a bit saucy when it comes to chat ups (but then the Darlington dandy is a bit saucy about most things). She casually remarks how her victim's trousers match her duvet, suggesting she'd like to make a closer comparison. (Claire was last seen walking down the King's Road with a man wearing Biker Mice From Mars slacks).

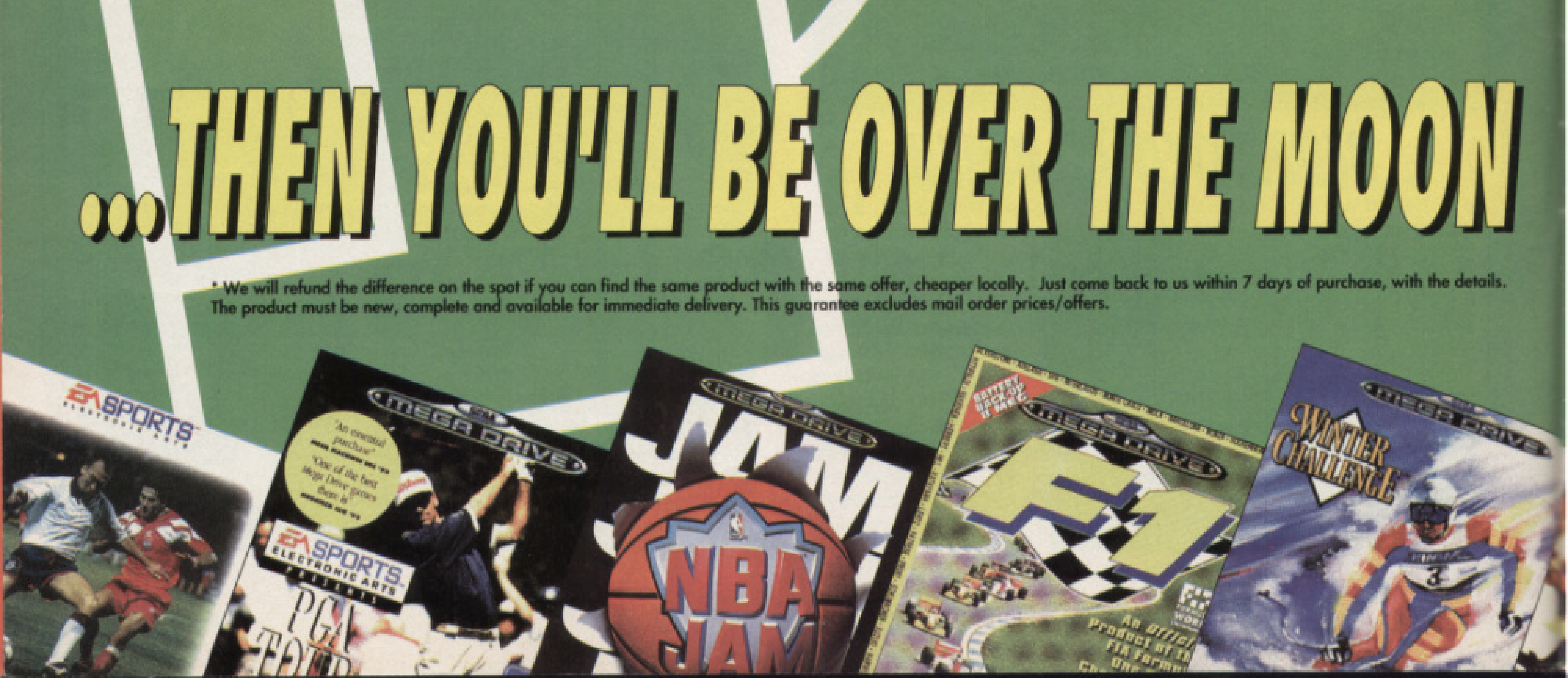
THINK YOU CAN



Cole,Cantona Papin? So you know your goal scorers. Matthaus, Guillit, Platt, and your midfield maestro's.
But did you know that Dixons stock the premier football games?
FIFA Soccer , Ultimate Soccer, Super Kick Off. The boys done good? But the boys done even better if your bag is golf, motor racing, ice hockey, American football, athletics, or skiing.
In fact Dixons has more choice for sports games than any other store.

...THEN YOU'LL BE OVER THE MOON

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LITTLE BREEDERS

- NEW GAME
- BY ACCOLADE
- MEGADRIVE

A Megadrive beat 'em up with a difference is set to appear from Accolade later this year. The New Breed apparently features state-of-the-art Silicon Graphics, 3D models and Motion Capture Technology — a technique which captures the movement of a real martial arts master.

The game's set in a world where cybernetic surgery is common and crime has reached mammoth proportions. Fortunately a



recessive gene has been discovered which, when properly stimulated, causes incredible strength, near invulnerability and other weird powers. All the characters are affected by this gene but some have defected to the baddies' side. It's up to the remaining four to squash the defectors. Play one-on-one or Team Mode where there are no limits and no rounds. One of the main differences is that unlike a single fixed screen per fight ala Street Fighter II, The New Breed scrolls over several screens giving a much bigger fighting area.

All the fighters have their own special skills which can involve the use of weaponry rather than just hands-on fighting. And, because the fighters are invulnerable, there is very little blood and gore — they just get tired and bow out. Whether this will have as much appeal as the Mortal Kombats of this world we'll just have to wait and see.

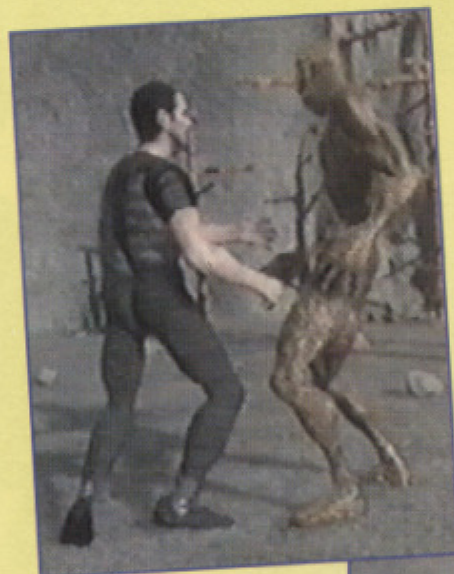
Watch this space...





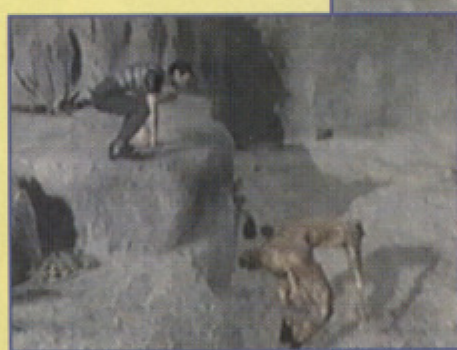


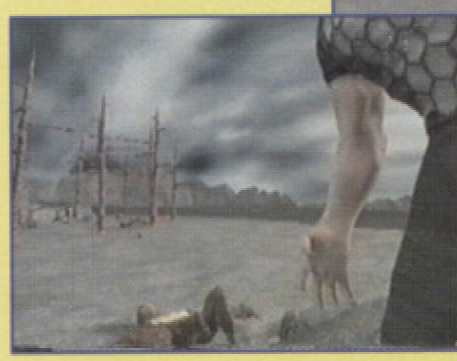
ACCLAIM'S FI





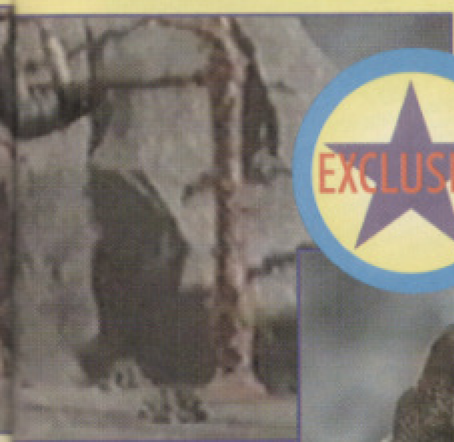


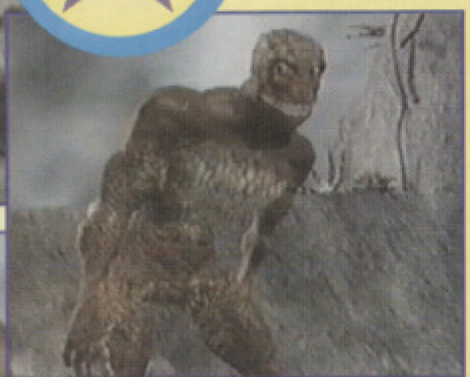




RST 32-BIT TITLE!

- NEW GAME
- BY ACCLAIM
- MEGA-32







EXCLUSIVE

Acclaim are currently working on their first 32-BIT game. On a recent visit to Acclaim's HQ, MEAN MACHINES were the first to see some of the stuff the US programmers are working on, namely a stunning beat 'em up called Duel.

Set in a post-apocalyptic world, the game uses live actors to ensure the game's computer-generated characters move realistically. The five minute demo showed a man fighting a huge monster, using whatever he found to lob at the creature.

The action cuts from scene to scene as a film would, and the action and animation looked second to none. During the fight, the human is thrown through bushes, slammed into walls and generally given hell, whilst the creature flinches from rocks thrown at him and other such attacks. Such realism was achieved by positioning electrodes linked to a computer to the main joints on two actors' bodies and letting them fight the battle scene by scene. As they do so, a series of cameras are filming from different angles, allowing the programmers to create a realistic skeleton from the images the electrodes produce.

Acclaim are the first development team to be granted a Saturn licence, and they'll also be using the technology to launch into arcade games, part of a diversifying push which will also see them producing comic books.

Their first full game has yet to be decided, but keep reading MEAN MACHINES for more exclusive details.

CITY SEQUEL

- NEW GAME
- BY EA
- MEGADRIVE

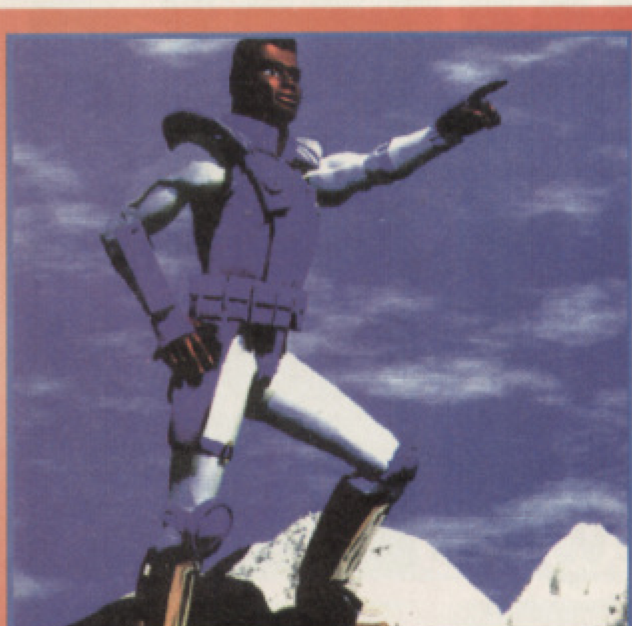
Behold the first pics of Urban Strike — EA's next biggie for the Megadrive and the follow-up to one of the best games of '93 — Jungle Strike.

Yes, it's another MEAN MACHINES exclusive and although EA are keeping very tight-lipped about the whole caboodle at present, rumour has it that although there will naturally be similarities (ie. heaps of blasting seven shades out of all and sundry) this is going to be very different from the previous two in the series with more missions of greater intricacy (which, as the name suggest will revolve around a city), greater weaponry and a wider range of vehicles from which to blast your stuff. Sounds like a belter and you can be sure we'll bring you a complete update as soon as we can.





▲ ***A taste of things to come from EA's Urban Strike.***





SPOT THE DIFFERENCE

- NEW GAME
- BY VIRGIN
- MEGADRIVE

Virgin's zitty platform hero — Cool Spot — is back again for an all-American sequel on the Megadrive with Spot Goes to Hollywood. The streets of London may be paved with gold but Tinsel Town is lined with glitter which our pustular hero is hot to get his hands on.

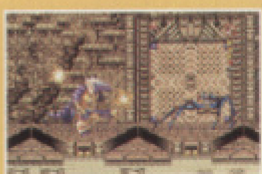
Little has yet been revealed about this promising new release — due to hit the streets at the end of this year — but we're promised a 3D viewpoint (probably isometric), all the characters will be rendered and Spot's aim is to land himself an Oscar. More news when we get it.

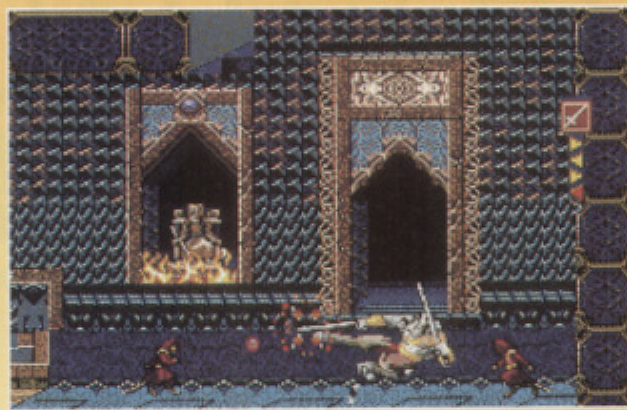
COME ON BABY LIGHT MY FIRE!

- NEW GAME
- BY ACCOLADE
- MEGADRIVE



Okay, you get yer platforms, yer shoot 'em ups, beat 'em ups, flight sims and RPGs — nobody can accuse the software industry of originality these days — most games follow the same sort of themes. Accolade, daringly want to go one step further with their latest project by combining all these elements into one game. The result is Fire Team Rogue and so far it's looking hot! The game revolves around a band of outcast warriors — the Fire Team Rogue — as they forge through a whole universe being torn apart by the desperate struggle between Spiral Arm and the dark forces of Umbra.





The action has the player jumping into the skins of one of five very different fighters: Shadowblade, a cat-like creature who is part thief and part-ninja; Chance Torakazi a young human whose speciality is martial arts and philosophy and who can turn himself into a fantastic birdman; Broc a lizard-like creature of great intelligence and strength who's a bit of a whiz with a bazooka and Aja Dara a beauty whose razor sharp senses act as a radar for the group

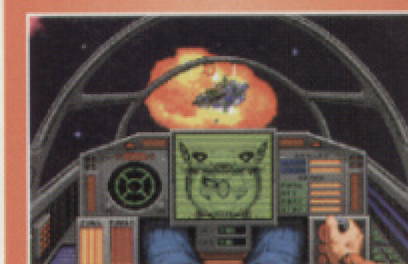
Over four enormous worlds, the player guides a Fire Team Rogue through levels of hand-to-hand combat, puzzle-solving, mazes, role-playing, flight sims in what Accolade describe as a Zelda-style, retro-Star Wars-Tolkien-esque adventure. Sounds intruiging and you can be sure we'll bring you all the latest gen on this one as soon as we get it.

WINGING IT

- NEW GAME
- BY EA
- MEGADRIVE

EA are currently putting the finishing touches to a Megadrive conversion of the PC hit, Wing Commander. Originally developed by Origin for Mindscape, Wing Commander is a 3D space blast boasting some of the most detailed graphics of the genre.

The game is set during an on-going battle against the feline Kilrathi warmongers and the player is left to blast their way to a series of checkpoints. The PC game was famed for its cinema-style intro screens, but was a little shallow in the gameplay department. EA have apparently taken steps to counter this, but the full MEAN MACHINES review will reveal all next month.









▲ *Get the swine in your sights and bomb the beggar!*

FUN 'N' GAMES

- NEW GAME
- BY SONY
- MEGADRIVE

Sony are mixing education with pleasure with their new edutainment package for the Megadrive — Fun 'n' Games. Mini-games such as Whack-A-clown, Mouse Maze and Space Lazer rub shoulders with music and art packages with a few mind-bending puzzlers thrown in for good measure. Out later this year we'll bring you further updates on this 'one for the kids' as and when we can.



I VANT TO BE A LAWN

- NEW GAME
- BY SCI
- MEGA-CD

In this rather stunning issue of MEAN MACHINES you may have already browsed through our fab and exclusive work in progress on Megadrive Lawnmower Man. Well the good news for Mega-CD owners is that the game is to be converted onto their machines.

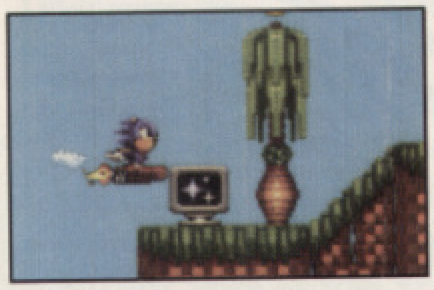
Also based on the virtual reality movie, this version will run along roughly the same lines as the Megadrive versions but with a lot of added extras. So far it's looking stunnin and might well be the one which elevates the Mega-CD into the upper echelons of the video game hardware ratings. Only time, and MEAN MACHINES can tell — which of course we will as soon as we can.




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STRANGELY SONIC

- NEW GAMES
- BY SEGA
- GG/MS



Sega 8-BIT owners are you sick of the lack of releases for your machine? Yes? Well, help is coming from Sega and their blue spiky mascot, as Sonic Spinball hits the Game Gear and Sonic Chaos 2 pops up for both. Boasting all the features of the 16-BIT game, Spinball is readying itself for a July release, while Chaos 2 follows on from the first game, but has several additions to the basic platform action. The most impressive is a Sonic CD-style 3D sub-game, but others include the ability to play as Tails and fly everywhere or a new spin attack from the mighty blue one. There's also a new character making his debut — Jet — and you can meet him when the game is released in October.

WELL BLOW ME!

- NEW GAME
- BY PROBE
- MEGADRIVE

This is the news we at MEAN MACHINES have been waiting for! After months of umming and ahhing, Bomberman is finally coming to the Megadrive! Probe are the team handling the conversion for Hudsonsoft, and we expect the game to emerge via Virgin early in 1995. There are no other firm details, but we'll be keeping a very close eye on this one!



▲ ***With Bomberman you can travel the world, meet new friends — then bomb the bleeders!***

SUPER OBITUARY

- NEW GAME
- BY SUNSOFT
- MEGADRIVE

One of the most successful comics of all time is coming to the Megadrive — courtesy of Sunsoft. The Death Of Superman was so popular that it sold out within days of its release. In it, an evil baddie called Doomsday killed off Krypton's finest, dying in the process himself. The game will be a multi-stage beat 'em up leading to this confrontation, although as of yet there is nothing to see. Needless to say, though, we'll have it first...



HOLE IN GEAR

- NEW GAME
- BY CODEMASTERS
- GAME GEAR

Codemasters is ambitiously bringing a golf game to the 8-BIT Sega machines which uses techniques usually associated with PC sims. Global Golf, out on Master System and Game Gear in July, includes a Tournament and World Tour Cup, which can be played against the computer or up to four friends on one of two golf courses. Featuring Stroke Play, Match Play, Threesome, Foursome, Skins or Stableford game, Global allows you to practise your stance and spin techniques on a 3D rendered course with variable weather conditions to spice up the action. Full review coming soon.



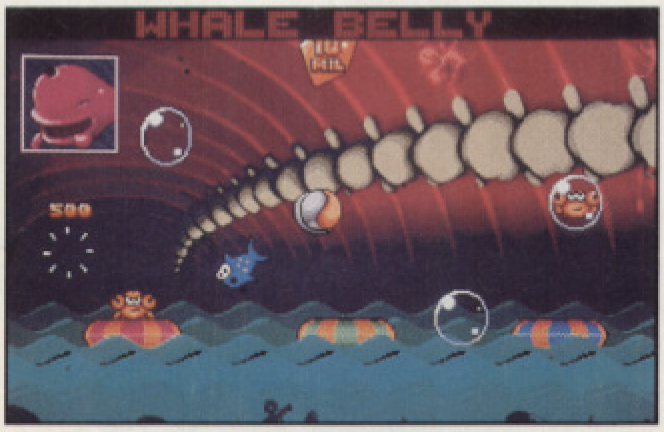


BALL MADNESS

- NEW GAME
- BY CODEMASTERS
- MEGADRIVE

After the roaring hype and almost guaranteed success of Pete Sampras Tennis (a veritable corker which earned a MEAN MACHINES Megagame this very issue) Codemasters are putting their might behind Psycho Pinball — due out on the Megadrive later this year. Featuring six massive themed tables, reams of bonus sub-games and up to a four-player option, this is definitely one to look for. Catch up on all the gen with the EXCLUSIVE MEAN MACHINES work in progress in our very next issue.





▲ *Pop the whale's ulcer to escape his belly — Yuk!*

TV TERRORS

- NEW GAME
- BY CODIES
- MEGADRIVE

A bizarre new platform/ puzzler emerging from Codemasters later this year is Aarnie the Aardvark on the Megadrive. Our big-nosed hero takes his job as a TV repairman pretty seriously — so much so that he even dives into TV shows to work his fixing magic when the telly goes on the blink.
Over six levels, you as Aarnie must put your brain and tool-box to work to outwit the TV gremlins and powerful channel bosses. His only weapon is his trusty snout as he journeys through Children's TV, the Wildlife Channel and even spooky Horror Vision. More news when we get it.



▲ *Oy, you, block 'ed — frog off or I'll do yer!*

MIGHTY CONFUSION

- NEW GAME
- BY SONY
- MEGADRIVE

Oops! Last month we mentioned Sony's latest acquisition, Mighty Max, and guessed it would be a conversion of a Jon Ritman Game Boy title. Wrong! Instead, Max is a scrolling platformer starring a new cartoon hero set to hit your TV screens in the next few weeks.
Max is an inch-high hero who falls into all kinds of danger from what we would see as every day objects. Ocean are handling the coding chores, and it should be out for Christmas.

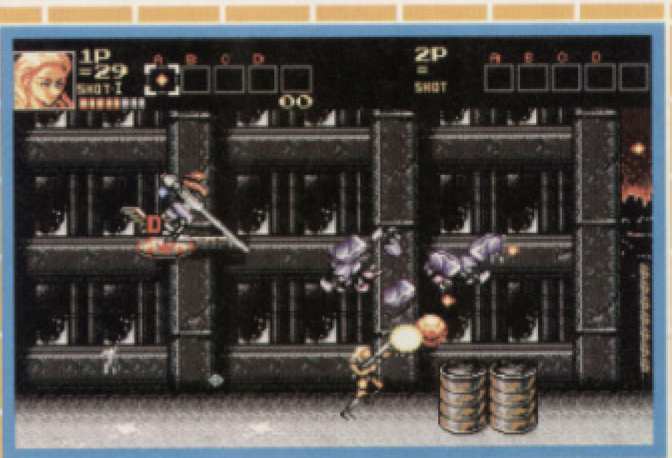


YOU DON'T SAY

We wanna tell you a story...
The early bird has always been there to get the worm, but by golly he's a little gossip-monger, too! First up, he brings news of a new Sony licence which they have yet to confirm. **Mickey's 65th Birthday** is a platformer starring the pensionable rodent and initial reports suggest that this is going to be the hottest thing to emerge from Sony yet. Along with Virgin's **The Lion King**, we reckon this could be the year that Disney games come of age...
... Anyone still interested in the Street Fighter series? Well, the latest news on Capcom's forthcoming **Super Street Fighter** cart is that it could weigh in at a massive 40-MEG! This could jeopardise a UK release, but stay tuned for more details...
... If you're of a more strategic bent, though, perhaps a possible conversion of Maxis' stunning PC epic, **Sim City 2000**, would be more to your liking. Unbelievable? Not if Imagineer have their way — and if it doesn't go to cart, the Mega-CD market would be the perfect platform for it...
Sequelitis has struck EA again with the word out that **Road Rash III** is revving up rather nicely. In the meantime, Core are getting ready to unleash a genuine sequel to **Thunderhawk**...
...Mindscape are all set to launch a fab Mega-CD version of the PC blinder **Dragon Lore** which has you seeking out allies, learning the art of dragon-riding and ancient combat before taking on your foes in a tumultuous battle.
... Now, it's time for death corner, as more announced games make it to MEAN MACHINES SEGA's very own obituary column. Sega's **Young Indy** was the first to buy the farm — and such a youngster, too, while Gremlin's **Madness: House Of Fun** has died of old age, a bit like the band it was based on. Finally, EA's **Face Plant** (a cross between **Skitchin'** and **Road Rash**, but on snow) died on the slopes prematurely. **Impossible Mission 2045** is a little better now, though, and should be out in January 1995!
... We'll round off with news of two new platformers under development in the UK. The first is the fourth in the **James Pond** series coming from Vectordean. No details yet, though. Finally, Probe were busy putting together an brilliant platformer called **Jelly Boy** which starred a morphing main sprite. This stunning game was originally picked up by EA who has since dropped it, however. Word is that Imagineer are sniffing about, and that Ocean have had a look. Nobody has signed it yet, though, but let's hope they do soon, as this is a corker just waiting to happen.
'Til next month, pip pip..

WORK IN PROGRESS

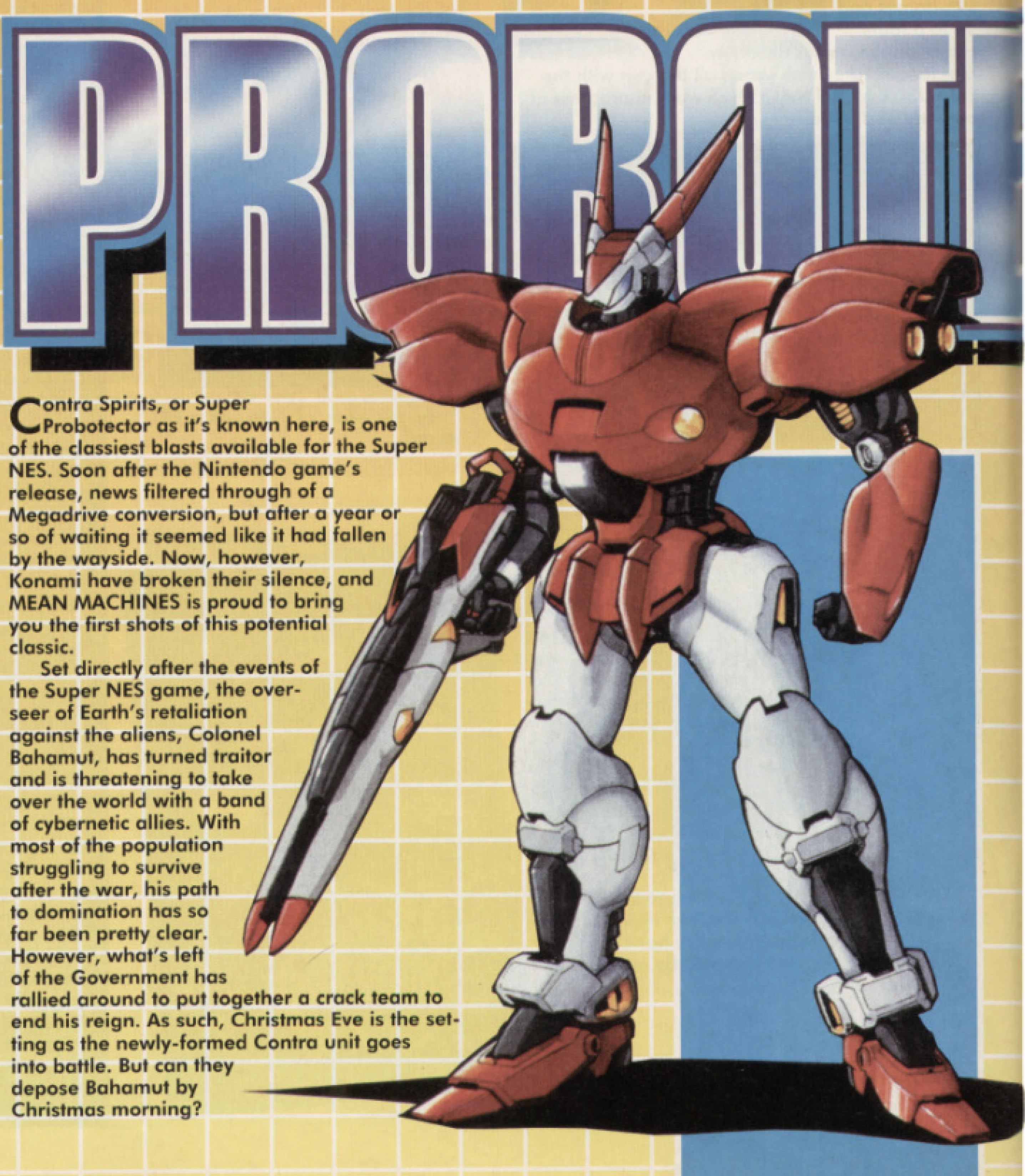
It was one of the first — and still one of the best — Super NES blasters, and now it's coming to the Megadrive. Developers Konami rarely open the doors to their programming division, but Steve Merrett was one of the hallowed few allowed to view their secrets. This is his story...



◀ *Take out the garbage.*

▼ *Stirring up a hornet's nest.*



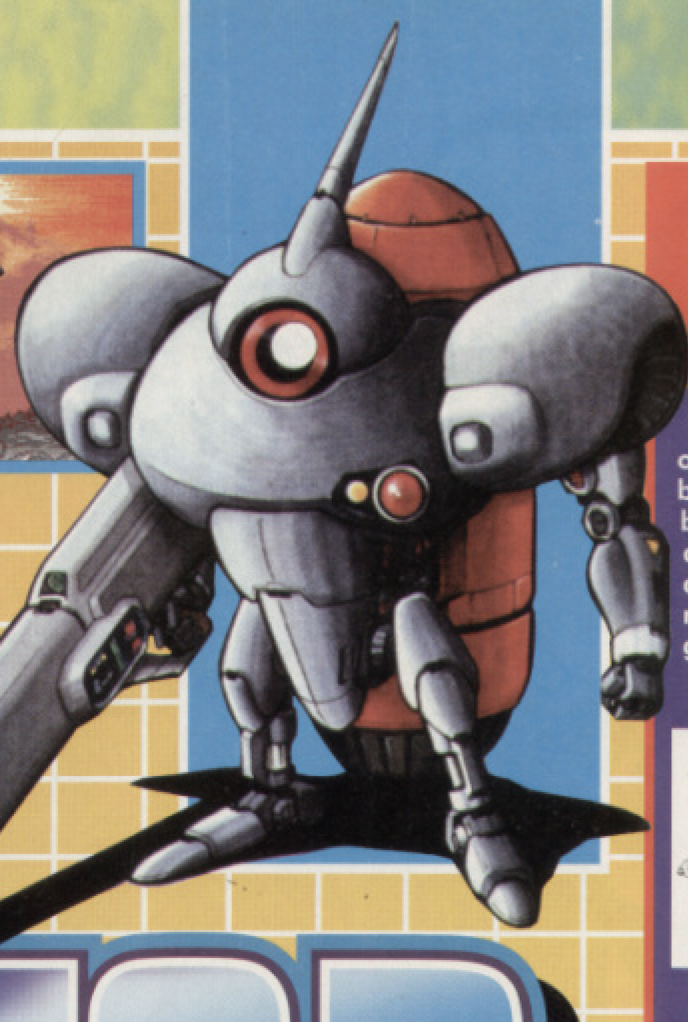


Contra Spirits, or Super Probotector as it's known here, is one of the classiest blasts available for the Super NES. Soon after the Nintendo game's release, news filtered through of a Megadrive conversion, but after a year or so of waiting it seemed like it had fallen by the wayside. Now, however, Konami have broken their silence, and MEAN MACHINES is proud to bring you the first shots of this potential classic.

Set directly after the events of the Super NES game, the overseer of Earth's retaliation against the aliens, Colonel Bahamut, has turned traitor and is threatening to take over the world with a band of cybernetic allies. With most of the population struggling to survive after the war, his path to domination has so far been pretty clear. However, what's left of the Government has rallied around to put together a crack team to end his reign. As such, Christmas Eve is the setting as the newly-formed Contra unit goes into battle. But can they depose Bahamut by Christmas morning?







ECTOR

▶ *The Probotectors are giving this head a good lickin'*



▼ *One of many, many, bosses.*

PROJECT
PROBOTECTOR

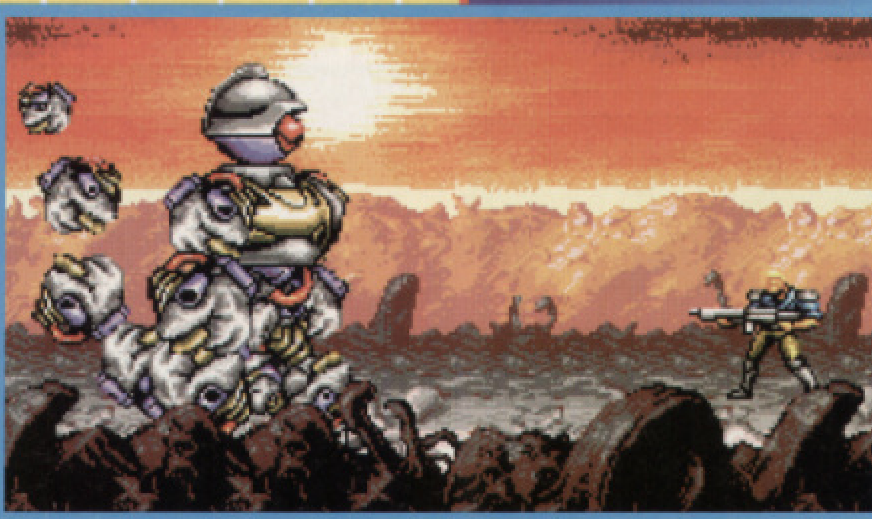
PUBLISHER
KONAMI

INITIATED
JUNE 93

RELEASE
DECEMBER '94

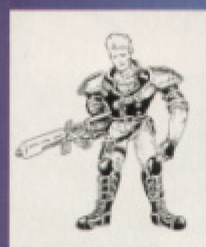
FORMAT
MEGADRIVE

DEVELOPERS
IN HOUSE

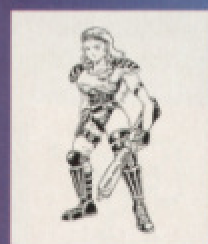


YOU'RE MY HERO

Konami sketch every aspect of their games out in detail before they put finger to keyboard. One of the first things decided was the background details of the heroes and the main antagonists. Meet the gang:



Ray Poward: Ray was born in a slum and soon fell in with a street gang. He was selected for the team by Squad Captain Doyle who saw Poward's feisty nature and trained him into a powerful but cool soldier. Ray is an all-rounder with average height and endurance.



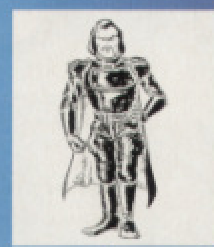
Sheena Etlands: The sole girl in the unit, and an excellent fighter. She excels in guerrilla tactics and jungle fighting. Identical to Ray in every aspect. But with longer hair.



Brad Fang: A genetically-engineered cyborg whose strength cannot be matched by the rest of the team. A little slow, though.



Brownie: You know the obligatory cute characters you get in American cartoons? Well, Brownie is Probotector's answer to them. He is a CX-1-DA300 Battle Robot, and his small size allows him to dodge enemy fire with ease. Conversely, though, he's extremely susceptible to enemy fire.



Colonel Bahamut: A hero in the first game, but when he failed to seize control after the war he was forced underground and started to plot his revenge. An expert in defence, he is the arch villain of the piece.



Noiman Cascade: The commander of Bahamut's computer network, but extremely easy to bribe. A useful ally.



Deadeye Joe: Bahamut's strong-arm man — and a man who kills for fun. Extremely dangerous.



Doctor Geo Mandrake: As mad as a hatter, but an expert in the field of genetic engineering. He is believed to be developing biological warfare machines, and rumour has it that there are two sides to his personality...

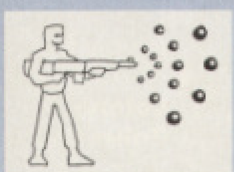


Squad Captain Doyle: The leader of the Contra group and mankind's last chance...

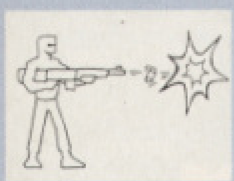
ARMED AND DANGEROUS

Each team member has roughly the same moves: run, fire in any direction, somersault and slide. They all begin the game armed with the same rapid-firing laser. However, Doyle has left a series of dropships at key areas within the game to deposit power-ups down to the team. To add one of these to their inventory, the player must first shoot the device containing the enhancement, and collect the icon it drops. The weapons vary from player to player, but here's a quick guide:

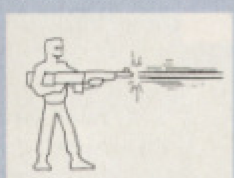
RAY AND SHEENA



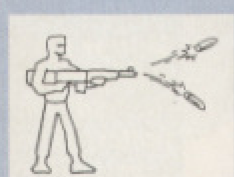
Spread Gun: Offers five-way scatter shots.



Crush Gun: Acts like a limpet on its target; first knocking them over and then detonating.

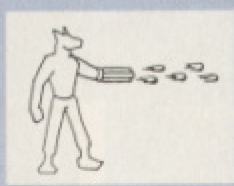


Laser: Cuts right through anything in its path.

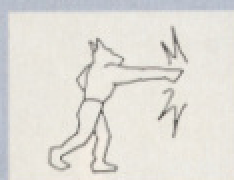


Homing Missiles: Chases the enemy until it destroys them.

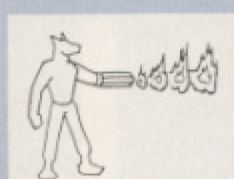
BRAD



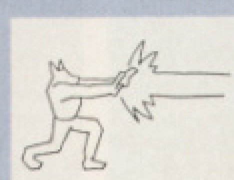
Heavy Ball Gun: A slightly more powerful machine gun.



Grenade Punch: Enhances Brad's punch. Only good in close quarters, but powerful.

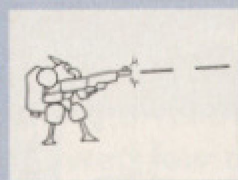


Flamethrower: You don't really need this explained, do you?

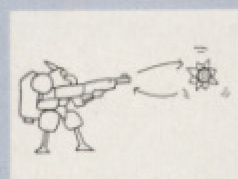


Explosive Punch: Much like the laser, but more powerful. Can only be used horizontally.

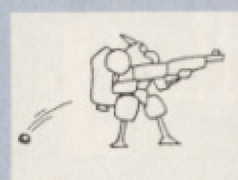
BROWNIE



Needle Laser: A standard laser useful for firing in short bursts.



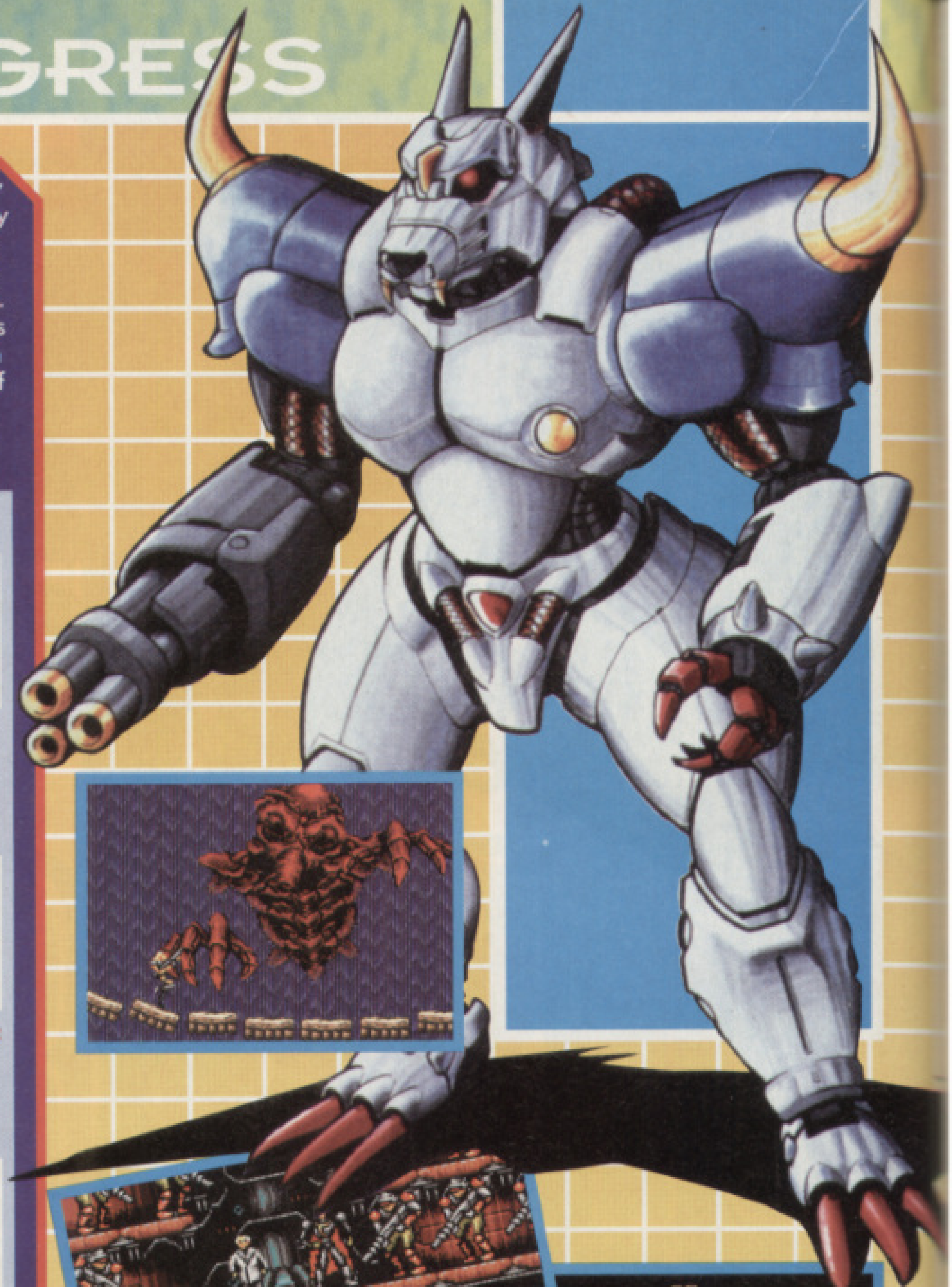
Electromagnetic Yoyo: Shoots in and out like the titular toy.



Mine Setter: Leaves little explosive charges behind our robotic chum.



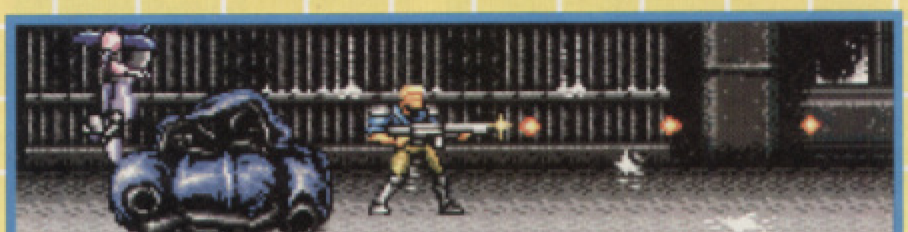
Sealed Chaser: A circle of bullets protect the player from enemy fire whenever the firebutton is held down.







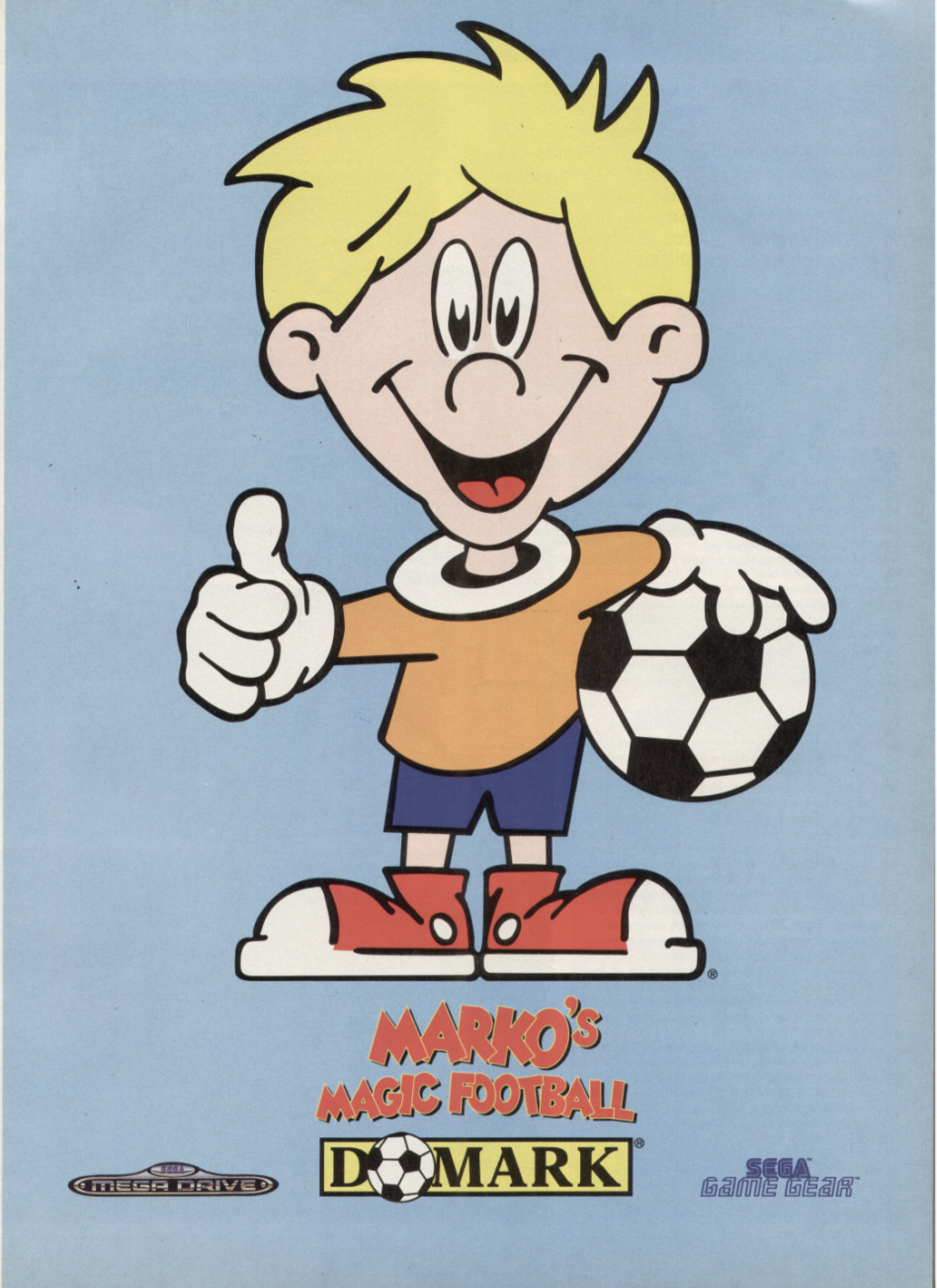
▲ *A Battle of the Planets type bit.*



THE ALL-NEW CONTRA SHOW

Megadrive Probotector is a 16-MEG cart which differs from the Super NES version in a number of ways. First of all, the Mode 7 stages of the Nintendo game have been dropped and more depth has been given to the play area — ie. the bad guys appear from the background and run 'in' to the screen.

The game's two-player mode now allows the player to choose from one of four characters: a man, a girl, a wolf(!), and a small robot. The main addition to the shoot 'em up action, though, is that the player can select the route they take to Bahamut's lair, so this means the game can be completed in any one of four ways.



MARKO'S
MAGIC FOOTBALL
DOMARK
SEGA
MEGA DRIVE
SEGA
GAME GEAR

Small is beautiful or so the saying goes and that was certainly the case as far as Micro Machines — Codemasters' zany Megadrive racer — was concerned with the whole country going mini-motoring mad. On the other hand, bigger is sometimes better as they're hoping to prove with the new, improved and enlarged sequel — Micro Machines 2. Lucy Hickman went to investigate.



THE ORIGINAL Micro Machines SCALE MINIATURES 2

Most of you probably remember Micro Machines — the nutty racing game where players leapt into micro-vehicles and hoofed around some utterly nutty tracks such as tea-tables, pool tables and sand pits — well this sequel runs along roughly the same lines only there's going to be more of it.

At least twice as big as the original (Micro Machines was only 4-MEG), Micro 2 will wing in at 8-MEG or perhaps even 12-MEG, with twice as many tracks (54 planned at the last count), better sound, improved playability and souped-up graphics.

Producer and main programmer Pete Williamson explained that although 16-MEG games may sound more impressive, his programming team's unique compressing techniques means it's unnecessary to bump it up to a 16-MEG cart which means less production costs and a cheaper game for Joe Public. Hurrah!

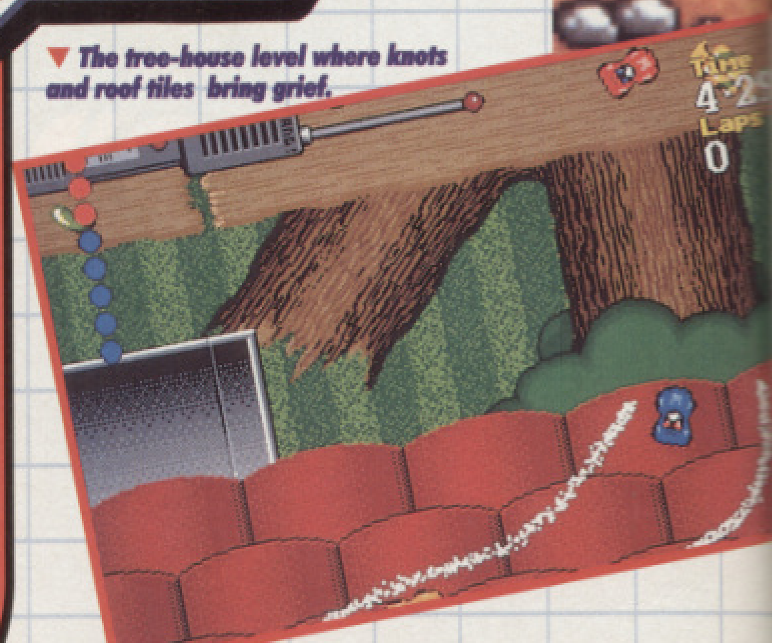
Pete admitted he had a real challenge on his hands making an already stonking product even better but he reckons he's on his way to cracking it. He said: "One of our first aims was to improve the graphics which some critics complained were a bit 8-BIT looking — we're going to soup them up." This will be achieved by increasing the column mode from 32 up to 40 which means a higher resolution and ultimately much better defined and detailed graphics.

There are more vehicles — around 16 of them whereas Micro 1 only had seven — including boats, hovercrafts, ATVs helicopters, 4x4s, jeeps, dragsters, stock cars, beach buggies, and various types of sports cars.

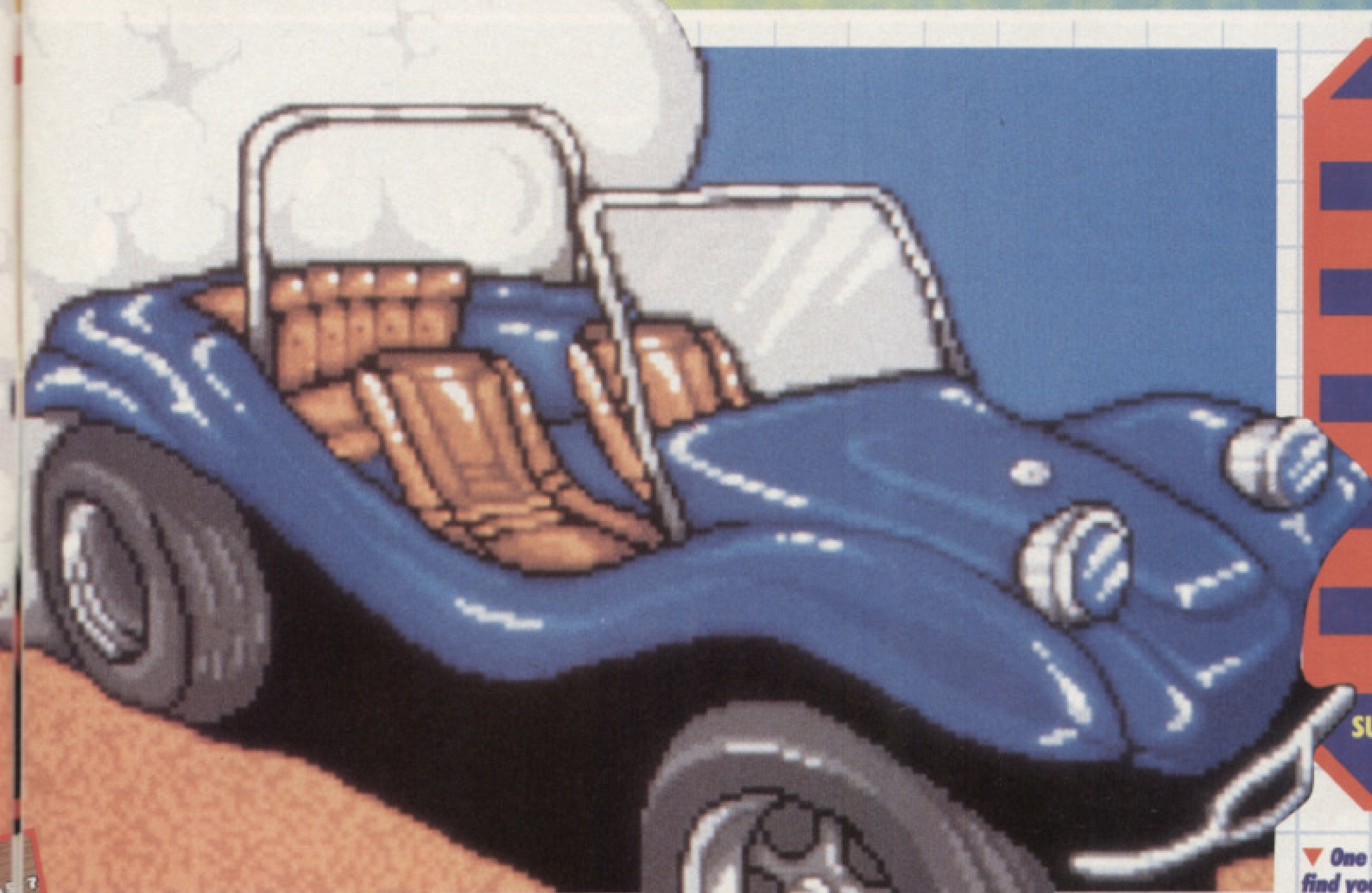
"There's also greater interaction with the backgrounds," says Pete. "For example, on the tree-house track there are knots on the branches which wobble and fall off if you hit them which means when you repeat the circuit, the track and the racing technique is different."

So far the game is looking pretty promising but the guys have still got around 40 tracks to invent so keep your eyes pealed on the next issue of MEAN MACHINES SEGA when work will have progressed and we'll bring you a full update of this potential corker.

▼ The tree-house level where knots and roof tiles bring grief.







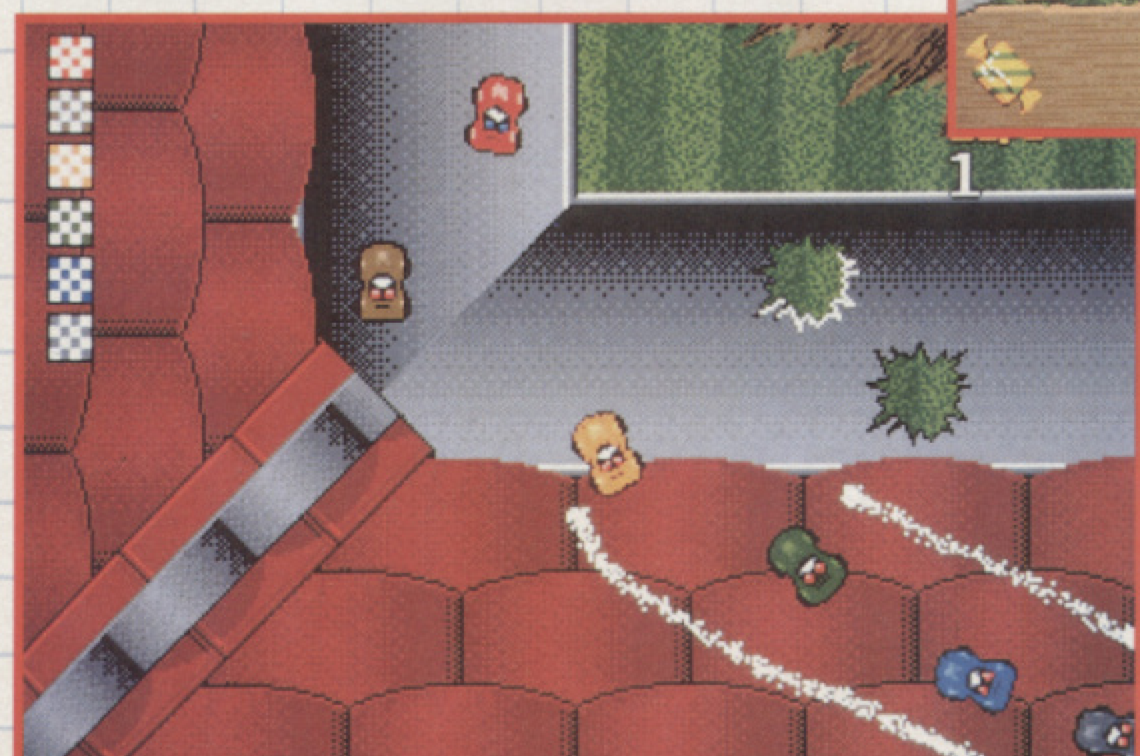
PROJECT	MICRO MACHINES 2
PUBLISHER	CODEMASTERS
INITIATED	NOVEMBER '93
RELEASE	NOVEMBER '94
FORMAT	MEGADRIVE
DEVELOPERS	SUPER SONIC SOFTWARE

▼ *One false move sonny and you'll find yourself booked!*

VROOOOOOM!

Micro Machines 2 will be the next in the line of Codemasters products which will come out as a J-Cart which is the equivalent of a Sega Tap or Four-Play but is actually built into the cart, allowing up to four players to play a game simultaneously. Pete reckons this is what's going to make Micro Machines 2 really special. He said: "The four-player game is really good fun — it seems the more players you have the better the game gets." The three- and four-player options, like the two-player mode of the prequel will be raced full screen, one track, with four individual racers or two teams of two. Pete also means to improve the one-player mode by having eight computer opponents and making them more intelligent than previously.





MICROSCOPIC MEANDERINGS

Yet another extra feature of the game is a special bonus section the programmers are devising which has players racing in even smaller Micro Machines (although if they get much smaller they'll disappear!) — quite how it will fit in with the main game is as yet undecided but more of these quirks could be on the cards.

THE LAWNMOWER MAN

This Virtual Reality malarkey's all very well but when are they going to invent virtual grub? Virtual cake, virtual Mars Bars and virtual chips — all the fun of a pig-out without the fat-accumulating calories. Lucy Hickman was quite taken with the idea so she was picked to feast her eyes on Tengen's new Megadrive movie conversion — The Lawnmower Man.

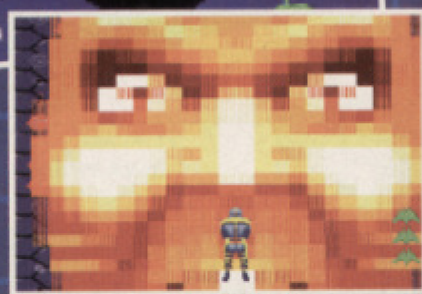
Virtual Reality, eh? It's destined to be our future, or so the experts would have us believe. According to the premise, we could all be wandering around in a beautiful world of our own design. It could become a bit of a disaster, though. Just imagine, wandering down what looks like a paradise garden and stopping to inspect what appears to be a cute fluffy bunny but what is actually a ten-ton truck which effortlessly knocks you flat — I don't think they've invented virtual death yet, have they?

Which brings us, in a very roundabout sort of way to Tengen's newie. You probably all remember the film The Lawnmower Man — the tale of the rather barking Dr Angelo who thinks it would be a really great idea to pump the hapless retard, Jobe, full of mind-bending drugs and hook him up to a VR machine to try to improve his IQ. Needless to say it all goes horribly wrong and the mild and gentle Lawnmower Man turns into a raving psychotic monster with a God-complex and a penchant for killing. A lot. Eventually he retreats completely into his Virtual World and hooks himself up to the world's computers.

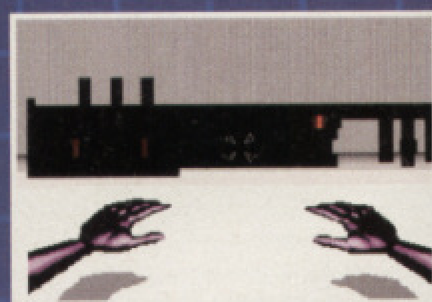
What starts out to be a really scary concept soon turns into typical American schmaltz movie, with the usual snot-nosed all-American boy popping up where he's not wanted. It had damn fine special effects, though. And the ending's pretty



▲ One of the 3-D cyberspace sections.







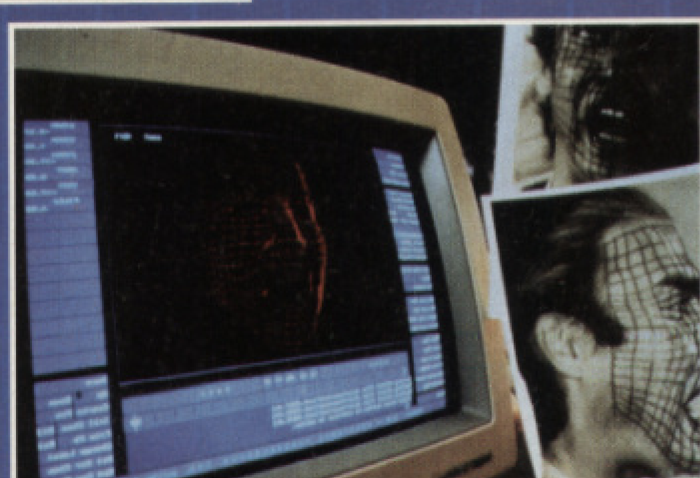


▲ Nice cybersuit — love the piping!

PROJECT	THE LAWNMOWER MAN
PUBLISHER	TENGEN
INITIATED	JANUARY '93
RELEASE	SEPTEMBER '94
FORMAT	MEGADRIVE
DEVELOPERS	STORM

GAMES WITHOUT FRONTIERS

Programmers Storm have rather daringly opted for a wide range of different game styles within the 8-MEG cart. There are four Reality worlds, four Virtual Reality worlds, at least a dozen fly through worlds within the Reality worlds, some of which are Cyber Wars against the battle chimps. There are also ten sub-games — intelligence tests — which must be completed before you progress onto the main levels. Here's a quick run down of what's on offer:

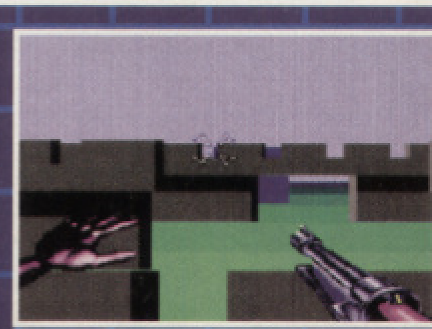


…MOWER …AN

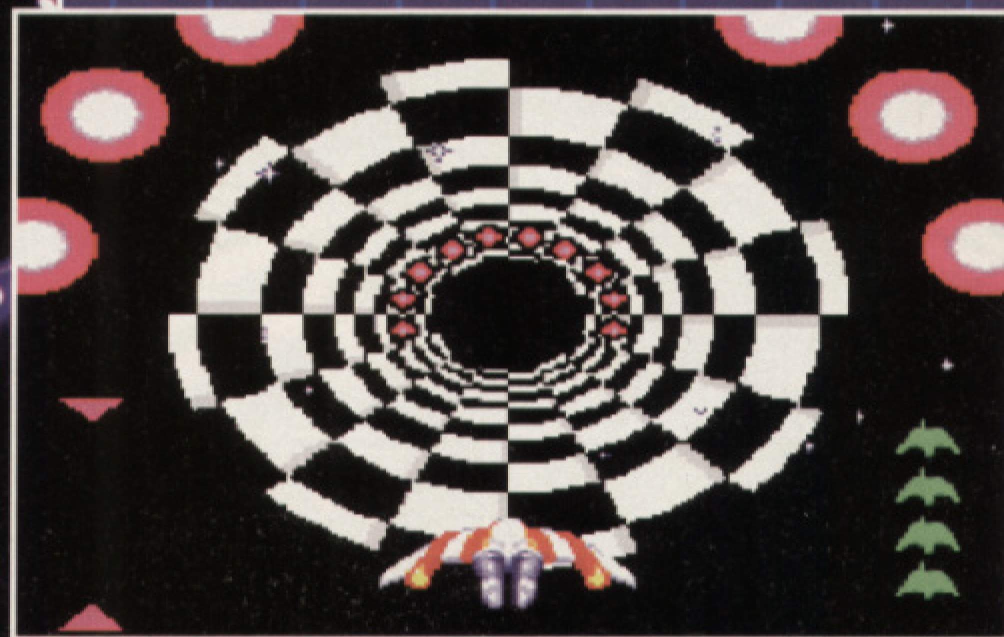


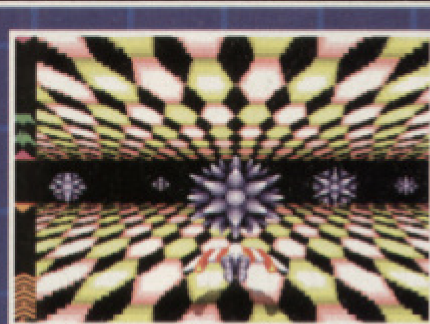
IT'S A DIRTY JOBE

Storm weren't adverse to using a few old ideas in this game — the confrontation with the by now completely computerised Jobe bears a striking resemblance gameplay-wise to the old classic Space Harrier. To prevent him escaping into the VSI computer you shoot like hell at his head. Every time you defeat him, a grid of hexagons zoom into the screen and the aim is fly through each portal to deactivate it.



▲ *3-D swooping in King Arthur-esque surroundings.*





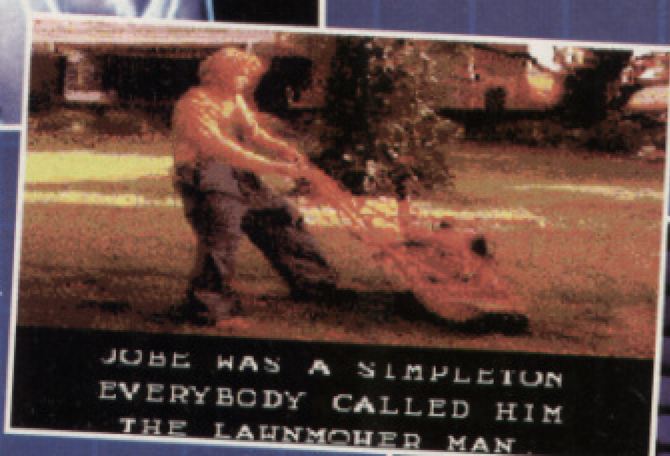
▲ *Virtual spiky balls of doom.*

BRIDGING THE GAPS

They said fast 3-D scrolling couldn't be done on the Megadrive. Wrong! Lawnmower Man's Virtual Worlds use 3D scaling effects which look like those created by the Super Nintendo's Mode 7 capabilities. This is apparently impossible on the Megadrive but somehow Storm have managed to emulate it. These stages all run roughly along the same lines and involve steering yourself from a first person perspective (you can see your hands in front of you) through gaps in pillars, walls, bridges and such like, avoiding collisions and blasting any approaching foes.

PLATFORM HEELS

Starting off with a platform section, you as Dr Angelo, wander around an urban landscape, leaping over cars and buildings with your high-powered rifle shooting anything that moves, including obstacles like dustbins which release a fountain of data disks. When you collect enough disks a cyber suit appears around your on-screen alter ego's body, acting as a shield.



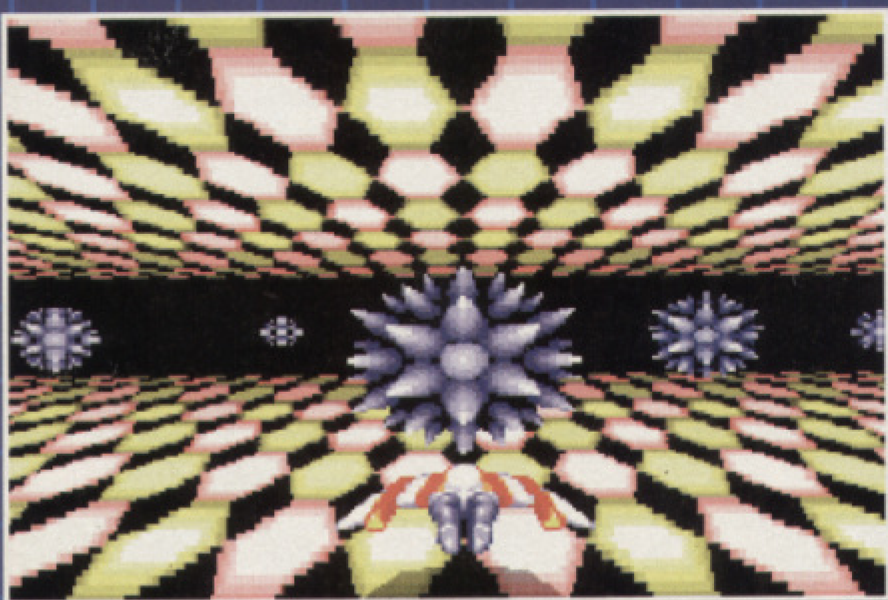




WORK IT OUT

In addition to the frenzied blasting action, a little thought is required as the cart throws up a couple of puzzle games. These are simple 'sort the objects into the right order' affairs, but break up the action rather nicely.

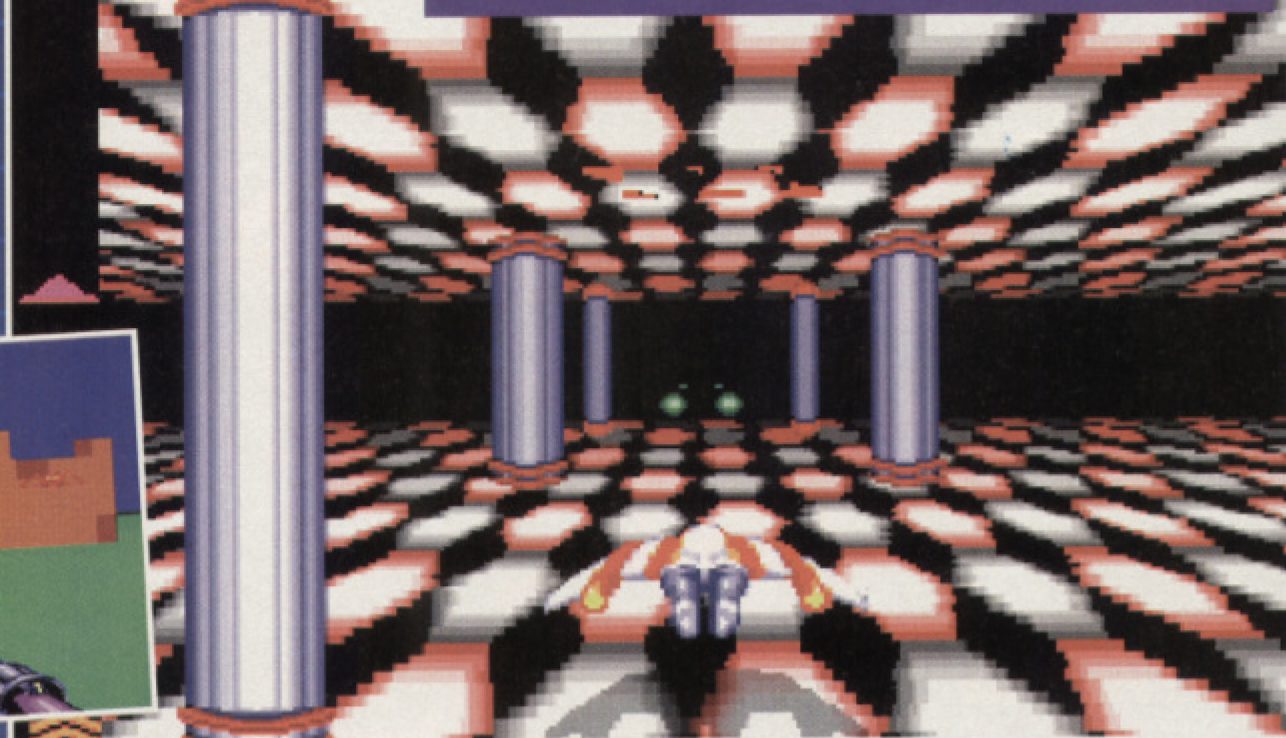




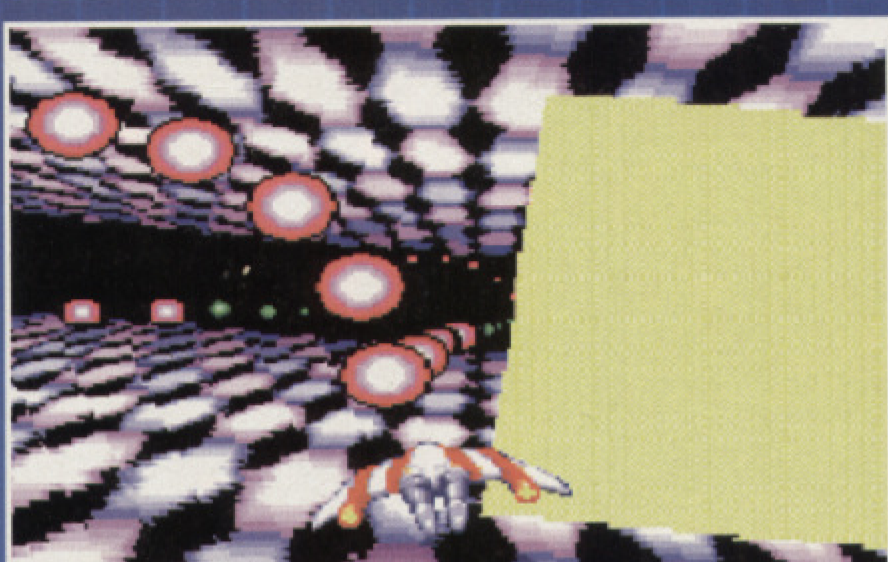
SECONDS OUT

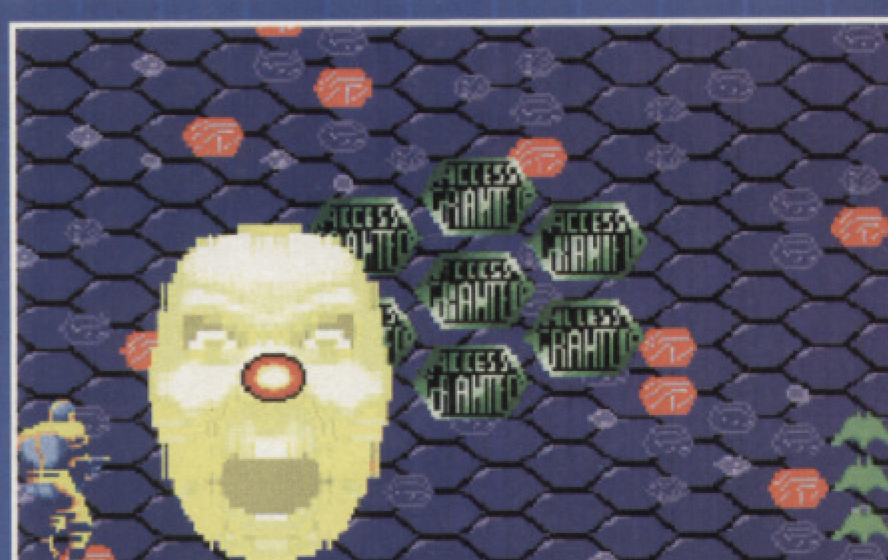
This Megadrive version of Lawnmower Man, currently only about 50% completed — is scheduled for release in the autumn of this year — coincidentally around the same time as the movie sequel. The first film ended with Jobe, having escaped from the VSI terminal, making all the telephones in the world ring simultaneously from his omnipresent position within the world's computers. Little is known about the sequel although it's a safe bet that Dr Angelo will spend fruitless hours trying to evict Jobe from his powerful position.

















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SUPER NINTENDO ENTERTAINMENT SYSTEM

£39.99 on Sega Mega Drive. £49.99 on Super Nintendo.

And God said "Let there be light so I can read my fab MMS without squinting" and there was light. Then God said let there be cute, fluffy lickle bunny wabbits and it was so. But bunny wabbits can't answer letter pages so God put them all in a cute, fluffy lickle pie and ate them. Then God created Man but Adam couldn't keep his hands off his snake or Eve's apples so God created Yob. And he was good. And he is good. So there you go. If you've any gems to share with Yob write to: MICROWAVE LIVER RECIPE MAILBAG, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



PHIL CHING

Dear Yob

I begin my letter with a little anecdote. I was in Safeway one day, and I picked up the the official SEGA magazine. I turned the front page, and flicked through. A picture of the USS Enterprise from Star Trek: The Next Generation caught my eye. Being a trekkie myself, I naturally went on to read the article. And, what did I find? The game isn't being released over here! And why, I asked myself. The answer was in the story. Sega have decided that we will not pay £59.99 for a game like this. They only want 'quality' games to be brought out at this price, such as Street of Rage 3, Streetfighter 2 and Eternal Champions. All of which have been done in one form or another hundreds of times. As for Streetfighter 2 or Eternal Champions, both games are almost exactly the same. Its a waste of money buying both. But, the only game which even ventures vaguely into the realm of starship command is Streetfighter, which is great. I know that maybe some people may not buy the game, but what really annoys me is that some fat little git in a Sega office has decided for us that we won't buy it. Do any of us like decisions being made for us? If Sega have put out questionnaires or asked the public about the game, then disregard it. But if not, please print it. Sega depend on us, the public. They need us. It is not the other way round. So, to sum up here are Sega's two suggestions: 1) Buy a Mega-CD then buy the "Next Generation" game for that. In effect, don't buy a £60 game — buy an add on and the game for over £200 — very practical, I must say. 2) Go through importers — wait for ages, and pay whatever the importer decides — not too good, eh? Carry on the fight.

Douglas Thomson, Lanarkshire

YOB:Up the workers! Tories out! My what a little revolutionary you are. Pity you don't get worked up about a real cause, instead of the 'Free the Sci-fi game license campaign'. Wake up and smell the coffee: Star Trek: TNG is nice enough, but a bit curly at the edges and not really worth the tag. Sega UK don't release everything that comes out abroad, and thank God!



▲ Remember kids, don't misuse your flame-thrower.

MASTER BATES

Dear Yob

I purchased the Sega Master System game entitled Sonic Chaos recently. When I switched it on and the title screen appeared I was impressed by the improvement in the graphics compared to Sonic the Hedgehog. One problem, I think it was too easy, I had the game beaten in my first game. Because of this I had the game discarded into a dark damp corner and I haven't touched it since. I think Sega should concentrate on making their games harder. However I am sure that a copy of Micro Machines for the MS could take up the time I have to spare! Please.

Ronan de Bhaldraithe, Co. Galway

YOB:Ho! Ho! Ronan. What a cheesy japester you are. Get lost and get your own Micro Machines

CONNIE LINGERS

Dear Yob

When I first picked up your magazine I was very pleased to see you did plenty of reviews of Master System and Game Gear Games. Then you got fewer and fewer reviews, they also were graded down to one or two pages. When Mega Drive games get up to six pages, I am disgusted with this. I want to know why you did this?

Matthew Monk, Witham, Essex

YOB:To annoy you, of course. Rich Leadbetter lives near you, and told us about your skiddy Y-s and prized collection of chemical toilets. So we hatched the plan about the Game Gear reviews. And see, it worked!

SEAMAN STAINES

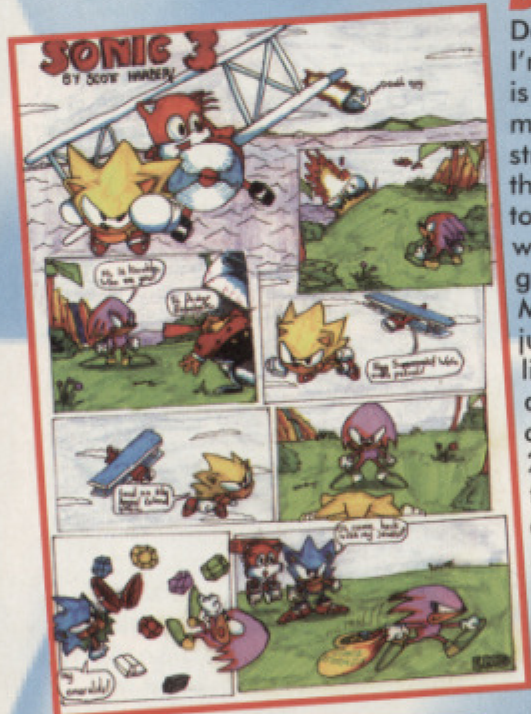
Dear Yob
First of all, the magazines great, keep up the good work. Now, why I really wrote in. This letter isn't a sob story (honest) and it's all the God's honest truth. It begins like this.
I woke up on a chilly Sunday morning, early, as my dad had to go and decorate my Nan's living room. I got out of bed to find a rather large hole in my bedroom window, probably why it was freezing in there. I rushed and told my mum and dad that icicles were forming around my bedroom door. I then began to run myself a bath, for some unknown reason the water was as cold as my room, so I boiled some water in the kettle to heat up my bath, and guess what, yep, the kettle blew up. The day continued, to cut a long, very long story short. We arrived home that night to our house (with a fixed bedroom window) to find that we had been burgled.
Taken in this heist were all of my Mega Drive & Mega-CD games, along with the consoles themselves. For my birthday I received a generous sum off money, which also is gone. My mum and dad are buying me a new Mega Drive and later in the year a Mega-CD, but can't afford new games as well. Could you please help me out by sending me either Castlevania of Zombies, please, pretty please etc.



▲ Top notch Streetfighter action, courtesy of M. Mangal.

Grant Tarbard, Basildon Essex

YOB: Sorry, the best I can do is offer my advice. Basically, I think your Gran did it. Think: have you checked her loft lately? And that copy of FIFA hidden under some surgical stockings — where exactly did that crop up from? The old dear had you round on the flimsy pretext of 'doing up the living room' and gets a team to do your house over when you're out. Simple, but brilliant.



▲ Who needs Sonic the comic, with Scott Harber?

DON KIDDICK

Dear Yob
I'm writing to you to say a few things. One of them is that I love MMS, its much better than all the other magazines, (who should stop getting their info from stray demented bog-cleaners, they're so rubbish that I wouldn't be surprised if they were edited by toilet seats). Secondly I just like to say something, which by the way you might think sad, "in the jungle," this comment is courtesy of Jack Hobhouse, Mickey Jenkinson and others. Thirdly, don't you just hate all those questions people ask Jaz in Q&A like "will my bitz turn blue if I dip them in water," and "Is it true Sega is bringing out a new machine called the Quadrupledrive which will be 245,623,132-BIT. Well I just have one thing to say to these sad cased dorks, "What do you think, you cheesy cleaners, well I'll give you a clue: NO". Also I think you're great! And I love to read your comments to the letters every month. Although you will probably write some sad comment at the end of this letter, which will take the rip out of me, could you pleaseeeeeeee print this letter!
@BOXTEXT:*Helier Egglishaw, Bryanston School*

YOB:Yeah they are sad...almost as sad as goons like you who can't string a sentence together. I've seen dangleberries with a better grasp of the English language. And yet, it appears you probably come from some kind of snob school that costs a packet. Is there any justice in this world?

JOHN THOMAS

Dear Yob
I am writing to say how appalled I am with the prices of games. I think it is stupid. I can understand people paying £40 - £50 of their quidlets on games but 60 quid! Now all I am saying is which idiot at Sega said lets make SFII Special Championship Edition 60 quid? It is stupid. While I am on the subject, when will EA get it into there skulls that we don't want sequels to games like John Madden and NHL? I am not saying the games aren't good quality, but what I am saying is we want some new titles please.
Stuart Maddison, Stanley, Durham.

YOB:That Maddison touch for topical debate — we've been talking about this for years and now here it is in all it's glory. Hey, you touched me man, I mean, you really touched me... I'm deeply moved... and so were EA and Sega when I passed on the message. Now SHUT YOUR NOISE you whinging hippopotamus flea!

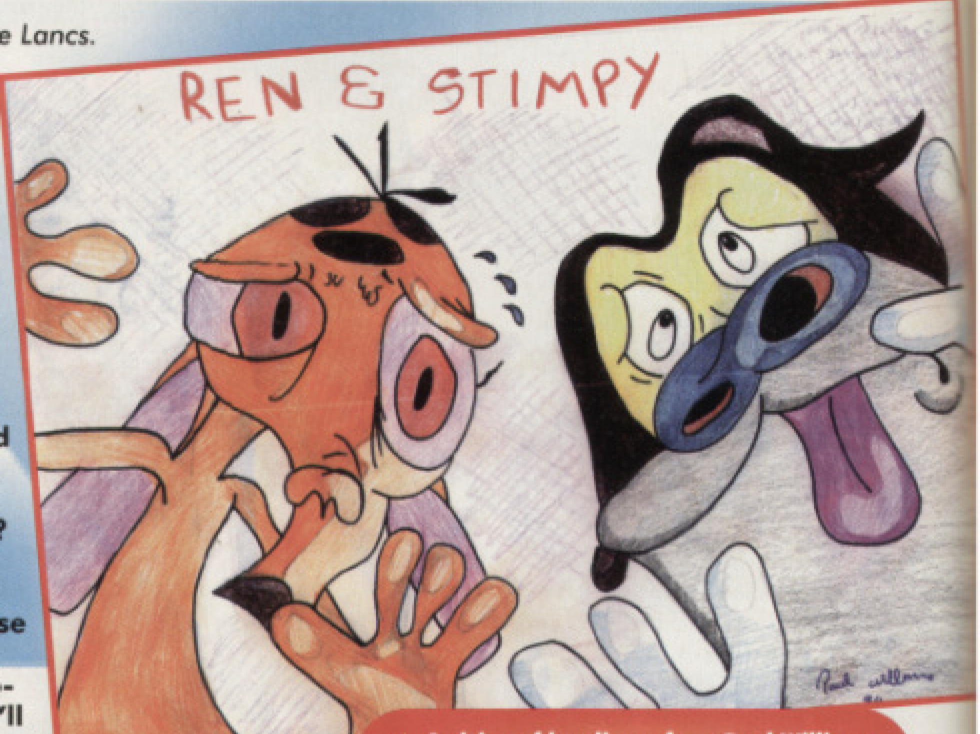
BEN DOVER

Dear Yob
I have been reading your utterly brill magazine for 10 months. And every issue you get two or three letters which are just gibberish with no meaning at all. For example in the March issue there was a letter (if you can call it that) from an idiot who calls himself Boz, from Bozshure? And a git from Northants called T Powell, just in the vain attempt

to get there letters printed. So I'd just like to say to all you vegetables out there: Save your ink, because I prefer Yob taking the dogs droppings out of someone who has clearly taken their time writing a clear and understandable letter.
W Smith,Suffolk
YOB:Gibberish? Shimmy scrabble surely nick nack. Immy not. Febrilicious mivron East coast tag nuts.

IVOR BIGGUN

Dear Yob
Do I go in the Guiness Book of Records, for being the first girlie to write in? I think not. I'm actually writing this letter, to tell you how lonely I am. My husband, is, as I write, playing Landstalker. I have, in fact become a Landstalker widow. Consequently, my self esteem has fallen so much, that I have taken to writing letters to comic magazine type things. Can I just take this moment, one of many, to tell you, Mr Mean Yob, how extraodinarily sexy I find you. I would like to rub your shoulders, that are no doubt burdened with insults from nasty little boys who write into you, I would love to massage your feet, that have probably walked through oceans of insulting letters from children (hey I think you know what I'm getting at here).
However, I will now conclude my letter, but before I go, can I just ask why so many readers complain about the high price of games? Yes I do agree that they are extortionate, but why the hell don't they just rent them? It's cheaper than renting a video, (at only £3.50 a week, folks) and lets face it, most games take less than a week to complete anyhow I've never bought a game in my life, yet, being a woman of the world, I've played all of them.
Anyway, I will now depart, and leave you to your exciting life.
Helen, Rossendale Lancs.
YOB:Hey Helen! You kinda caught me off guard (nearly had a little accident there). But this is a family magazine, so I can't really let rip across the letters page. And what would your husband say? Has he seen this letter? It could never work: we'd just end up like those saddos in Deirdre's photo-casebook. But I'll be thinking of you, and the next time I'm turbo-charging through Rossendale...



▲ *A vision of loveliness from Paul Williams. But why does Ren always sweat?*


▲ *Leon Hughes has done Nigel from Landstalker, and given him those little fingerless gloves that were dead fashionable once.*

JOCK STRAP

Dear Yob
I hope you realise that your magazine's front cover looks like a dogs ass and your reviewers are mega ugly. I'm glad to see that you've loads of cheats (2 pages, wow!). Why does your magazine cost so much!. Why did you give 85% for Sensible Soccer? I mean the players are microscopic, like your brain. It's the worst sports game, ever it deserves 5%. You think you look so hard but your face is like all dribbling and snotty. In the December issue why are you always going on about Spender? I love him. Please,oh, please tell me when Mortal Kombat II is coming out for the Megadrive.
Ramshid Ashimkak,Wrexham
YOB:It really figures that you love Spender, Rancid, since you're clearly one of the family, obviously his ill-begotten love-child. You're so foul-mouthed, I recommend you go suck a Fisherman's friend, but I wouldn't imagine you've got any mates.

FANNY CRADDOCK

Dear Yob
MEAN MACHINES is the master of Sega magazines, but it hasn't exactly been the most perfectly presented magazine. For example, pictures have been laid over paragraphs, making them unreadable, ends of reviewers comments appear to have gone walkies and captions under screenshots saying "ZZ-JKJKII.". But I had to wet my jeans with laughter at the howler in the preview of Star Trek: The Next Generation (issue 18). According to whoever wrote it (probably new Ed Stevie-boy), the new set of games are due for a long painful death, because they are— "under the Hospices of Spectrum Holobyte."
Nice one, lads and lasses for brightening my day!
Steven Browne,Hammersmith.
YOB:Wrong! Gus was the culprit, and he's pretty shame-faced at that one. Not really an auspicious happening for someone with an ENGLISH degree!

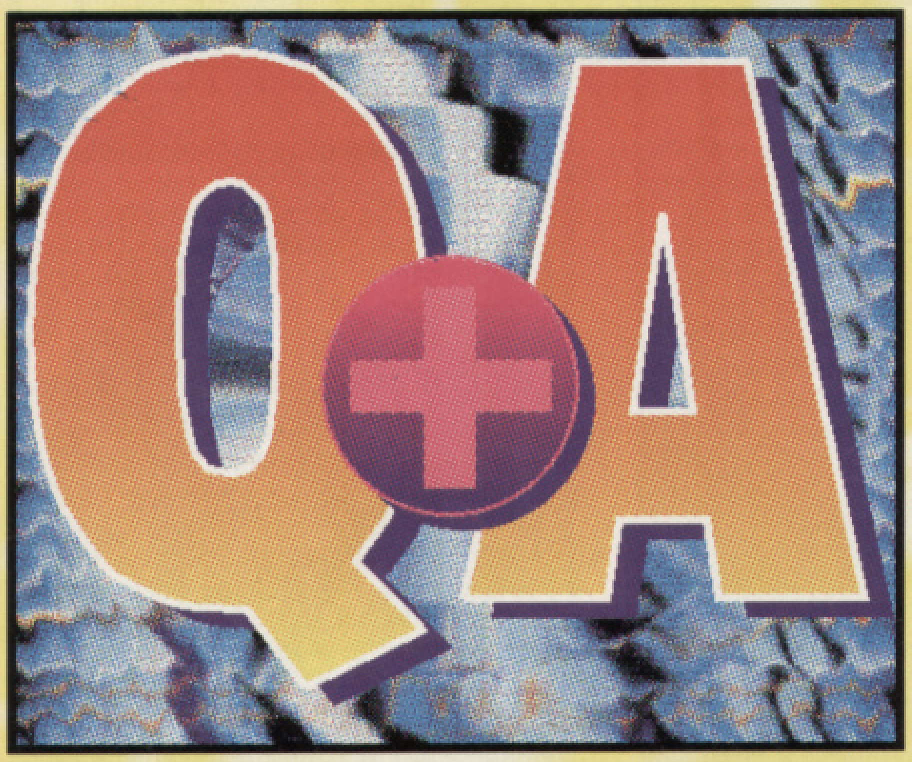
WAYNE KING

Dear Yob
Please answer this important question. Is the Icecap Zone in Sonic 3 video game heaven, where all platform games go when they are completed? If not, would it be possible for me to marry this zone, as I think it's the best section of any platform game war by miles. But its not worth 60 quid. I'd only pay big bucks for V.Racing and I can hardly wait for it to be released.
Bubsy the gutted Bobcat, sad platformland (Marioworld)
YOB:Sadly, Icecap Zone has turned down your proposal, saying it doesn't want to marry a one-brain-celled pillock. However, Péle Soccer wants to go out for a date with you.

NICK HEARST

Dear Yob
What with all these fat-assed old codgers pratting on about the so called "evils" of console games — what a load of stinky, hairy old buttocks! These plonkers all have their collective ideas about "making children violent," but they've forgotten one blindingly obvious thing: to ask the kids themselves! I feel much better after getting that off my chest.
Dean Hayers, Carshalton, Surrey
YOB:Yawn, It's time for my tea. Do you know your name is an anagram of 'Say he a nerd'?


MEGA DRIVE
Sensible SOCCER
Licensed by Sega Enterprises for play on the SEGA MEGA DRIVE SYSTEM
European Champions
SONY IMAGESOFT
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM
MEGA DRIVE
JAM
NBA JAM
ARENA
MIDWAY
LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA MEGADRIVE SYSTEM.
16-BIT CARTRIDGE
MEGA DRIVE
ETERNAL CHAMPIONS
SEGA
SEGA
MEGA DRIVE
ToeJam & Earl in PANIC ON FUNKOTRON
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM
MEGA DRIVE
ROBOCOP™ VERSUS THE TERMINATOR™
Licensed by Sega Enterprises Ltd for play on the SEGA MEGA DRIVE SYSTEM
Virgin
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE ENTERTAINMENT SYSTEM
(Sorry, unavailable.)
BIG GAME HIRE
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RENT THE LATEST GAMES AT BLOCKBUSTER AND RITZ.
RITZ VIDEO



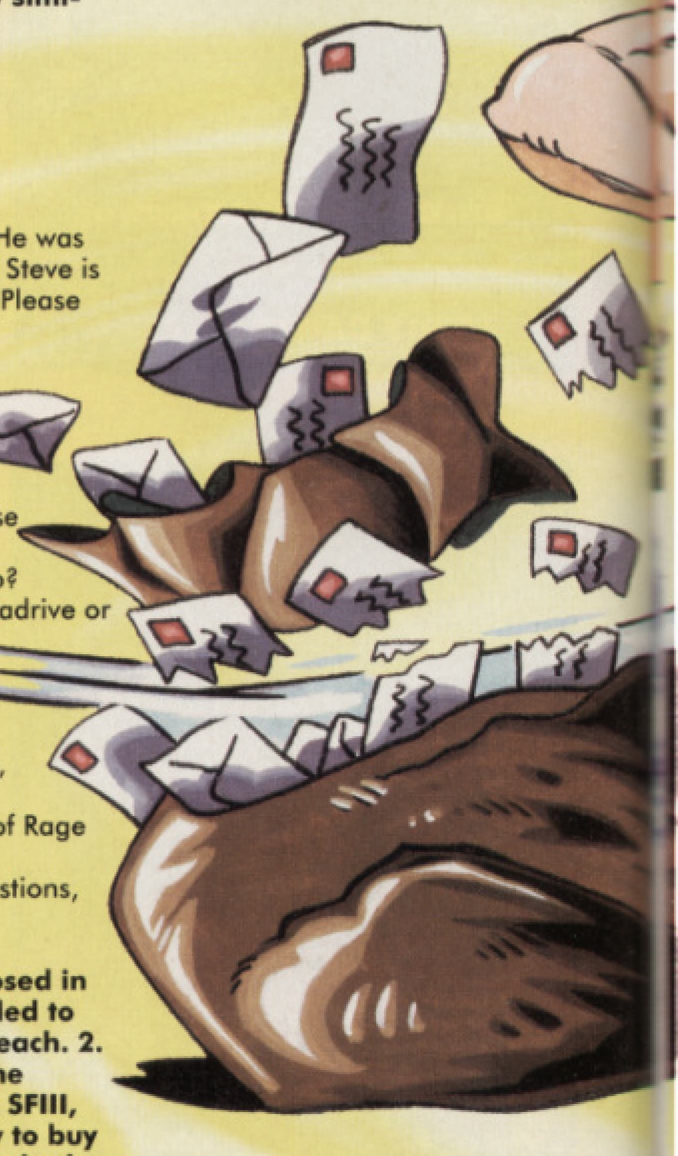
Steve was having a horrible dream. He was sitting at his computer, ready to answer the pile of readers' queries that had grown from the month before. "let's see...when is Super Streetfighter...". Steve thought for a second, then began to type his reply. But something was wrong. The words, they were kind of... different. Suddenly, he realised: They were not his words, they were Gus'. Steve was typing, yet Gus' words seemed to be appearing on screen. How could this be? Had Steve not dismembered Gus' body some three days ago, after catching him in a bizarre witchcraft ritual involving a rooster and a scented lavender candle? He had to warn the readers — with all that voodoo it was too dangerous to write to him at: WHOSE LOLLY DAY IS IT — EH, CLAIRE?, Q&A, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

NAOMI

Dear Steve
Could you use your vast knowledge to answer these questions. It is essential.
1. Which offers better value for money: Streets of Rage 3 or Virtua Racing. Also, I found SOR 2 easy to complete. Is SOR 3 harder?
2. Which is better: Subterranea, Probotector or Grindstormer? Is Probotector the same as the awesome SNES version, and which has the biggest, baddest robots?
3. When are the above coming out?
4. Will there ever be a Gunstar Heroes 2? What do you know about the game Feel?
5. Could the Megadrive ever produce graphics as good as the Mode 7 bit in Axelay?
6. Is Second Samurai better on the Megadrive than the awful Amiga one? Will Lionheart ever appear on the Megadrive?
James Phillips, Birmingham
STEVE:1. We rated Virtua's VFM down because it's so expensive, but it's the better game. SOR 3 is about the same difficulty.
2. Only Subterranea is finished but it's ace. Probotector is an all-new version.
3. Subterranea, May; Probotector and Grindstormer probably late Summer.
4. Probably. Feel is going to be a radically original shoot 'em up, and looks very hot. 5. Hasn't it already? Axelay looks a bit dated now. 6. It should be miles better. No, but Psygnosis' Troll due out later this year is pretty similar.

ALEXIS

Dear Steve
1.Where has Jaz gone? He was my favourite editor ever! Steve is alright, but Jaz is better. Please bring him back!
2. Will Sega bring out a machine to beat Nintendo's Project Reality?
3. Is there going to be a Streetfighter III, because I'm fed up with Streetfighter II and Turbo?
4. What is better — Megadrive or Megadrive 2? and why?
5. Please list these from best to worse: Fifa, Sonic 3, SFII, NBA Jam, Eternal Champions and Streets of Rage 3.
Please answer these questions, as I'm dying to know.
Troy Harris-Speid, Luton
STEVE:1. Jaz was deposed in an office coup and exiled to life on a Californian beach. 2. The Saturn will wipe the floor with PR. 3. Yes to SFIII, but it's not compulsory to buy it, you know. 4. They're both the same. 5. Fifa, SFII, Sonic 3, NBA Jam, Eternal Champions, SOR3, answering your letter.



MISS FERGUSON

Dear Steve
I am a Malaysian reader of your magazine. I am going to get a new system so could you answer these questions.
1. Should I get a 3DO, Jaguar, or the Sega Saturn.
2. Can the 3DO and the Jaguar play Mega-CD games and laser disc movies with an adaptor?
3. Is the Power Plug coming to London and how much is it?
4. Are Lunar, Double Switch, Ground Zero Texas, Dragon's Lair and Monkey Island coming to the 3DO?
5. Can the Jaguar and 3DO play normal movies with an adaptor?
6. For the 3DO can you buy a cartridge drive, and how much is it?
Samuel Wong, Penang
STEVE:1. Wait for the Saturn. 2. The Jaguar and 3DO can play movie CDs after an MPEG cart is installed. They can't play Mega-CD games. 3. No, but the PowerBreaker stops you frying yourself by cutting the flex of your lawnmower. 4. Only Double Switch and Dragon's Lair are 3DO bound. 5. I think we've covered that one... 6. No.

BETTE

Dear Steve
I own a Megadrive, and was wondering if you'd answer these questions.
1. Will X-men the arcade scrolling beat 'em up ever come out on the Megadrive?
2. What's the best scrolling beat 'em up for the Megadrive?
3. Do you think I should buy a



Mega-CD?
4. When will Streets of Rage 3 be out?
5. Are any of these coming out — Warriors of fate, Golden Axe: Death Adder's Revenge and Cadillacs and dinosaurs?
Adrian Miles, Port Talbot
STEVE:1. Thankfully, no. 2. Streets of Rage 2. 3. It's up to you. 4. Soon, my pretty, soon. 5. Nope, nope and nope.

VERA BENNETT

Dear Steve
Your mag is utterly brill and no other mag can even rival it. Please can you answer these questions. I'm going to Germany with my school and I wanted to know:
1. Will German games work on my UK Megadrive?
2. If so are they cheaper?
3. Which console is Lethal Enforcers better for, Megadrive or Mega-CD?
4. When will Mortal Kombat come out on CD?
5. When will Super SFII come out?
6. Will there be any SFII games on the Mega-CD?
7. When will Rise of the Robots come out on Megadrive/ CD?
J Chapman, Selsey
STEVE:1& 2. Most will not, and they aren't any cheaper, anyway. 3. Both are virtually identical. 4. Early Summer. 5. Later this year. 6. In a word, no. 7. June

IVANA

Dear Steve
Please could you answer some questions.
1. Is there an actual cheat for SFII to fight DJ Maximum? Have you tried it out, and how do you do it?
2. When I'm fighting Vega I've noticed that he jumps onto the wall then does an air suplex. How do you do that?
3. What does the 'Mode' button do on a six-button joypad?
4. How do you see the digitised picture of Chun-Li on SFII? Do you have to use the same character all the time?
Andrew King, Easthope
STEVE:1. The DJ cheat is a hoax. 2. The Izna Drop — hold down for two secs, push up and kick, then perform the drop like any other throw. 3. It toggles button functions. No games use it as yet. 4. Just beat the game on level eight, in either mode.

MARIA ANTOINETTE

Dear Steve
Would you answer these questions.
1. What game should I get for my birthday, Ground Zero Texas or Winter Olympics?
2. How's Star Trek getting on?
3. Is the Mega-CD on the Nintendo coming out?
Robert Clayton, Essex
STEVE:1. Do yourself a favour and get neither. 2. Quite nicely, thank you for asking, should be on import now. 3. I presume you mean the 'CD-XA' that SNES owners have been crossing their legs over for two years. The answer is no (snigger).

CAROLINE

Dear Steve
Could you help me, because no-one can answer this question. I bought X-men from the review in Mean Machines, After trying the game at the shop I took it home and stuck it in my Jap Megadrive. Instead of the game, the screen went black and a funny tune played. Try as I might, I couldn't get it to work. I changed the game at the shop, but the same thing happened with the second copy. What's going on?
Anthony Ian, Perth, Australia
STEVE:Seems like down-under is getting a taste of lock-out chips. It's because your cart and MD have different origins. You'll have to buy Jap games or get your Megadrive converted by a specialist hardware shop.

ALIEN MOTHER

Dear Steve
Please answer the following.
1. Is Star Trek: TNG anywhere near as good as Star Trek: Judgment Rites, on the PC?
2. How much will Super SFII be?
3. Are Mega-CDs worth getting?
4. Is General Chaos worth getting?
5. Will the Sega Saturn be 32-bit or 64-bit?
6. Are there any more Sonic games coming out on the Game Gear?
7. When is Mortal Kombat 2 coming out?
Paul Brierly, Preston
STEVE:1. Not quite, Judgment Rites looks flashier. 2. I'd say around £60. 3. Your choice entirely. 4. No. 5. 32-bit main CPU, with 6 custom processors. 6. Yes: Sonic Drift, Sonic Spinball and Sonic Chaos II. 7. Still to be arranged.

CRUELLA DE VILLE

Dear Steve
Wouldst thou answer my questions, sirrah? Thou art full of the milk of human kindness.
1. If both the Megadrive and SNES versions of Mortal Kombat were 16Mbit, how come the SNES version has all the animation frames and all the sound FX and speech of the coin-op whilst the MD hasn't?
2. Is it possible to manufacture 32Mbit or even 40Mbit carts?
3. What did you think of Mortal Kombat? Personally, I think there were too many glitches that should have been sorted out in beta-testing.
4. Can a Mega-CD disc really hold 540Megabytes, as in 540 1 Meg Amigas?
Lord Garth Vader, Phobos
STEVE:1. It's not just a case of memory space, but how the programmer fills it. 2. No reason why not. Sega are looking at really massive carts, and also compression techniques. 3. As we said in the review, close but no cigar. 4. No — pay attention class: 1 MegaBYTE = 1024k; I MegaBIT = 128k; so 1MB(byte) = 8Mb(bit). The Mega-CD holds 540Mb.

But it was all just a dream. Steve woke up, put on his Pierre Cardin dressing gown and went down to see if the maid had brewed his coffee. Yes, it was quite safe to write, quite safe to read Q&A next month...my pretties...

PAUL'S TIPS

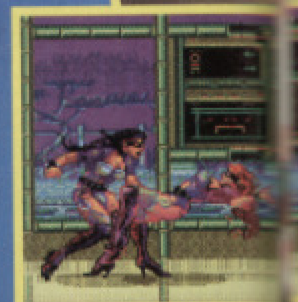


What better time to try some of those smart NBA Jam moves we've all been learning on the Megadrive recently? Borrow some shorts, squeeze into some crusty trainers (the ones that stink of cat pee) and turf out one of Mum's string vests. I can see it now...ah yes. Pity I've got to stay indoors then, eh? Read all your tips, see if they work and type 'em all in! Bah. Guess I'll have to make do with a thimble and a sprout instead. And while you're all basking in the sun, here I am. In doors. Double bah. Send your radiant, really original, sunny tips and cheats to: SUMMERTIME — AND THE CRIBBING IS EASY, SMALL TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU. What? Prizes? Oh, yes! We've just got some unbelievable stuff in the building. You really don't want to miss out!

ETERNAL CHAMPIONS



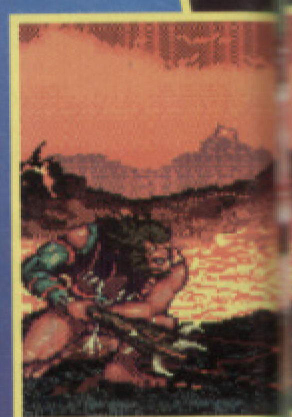
Stephen Hauker of Chester provides the full list of shocking fatality moves for Sega's spectacular fighting game. These moves are only possible in the last round, when your fighter's opponent is ready to die from one small hit. In all cases a heavy punch realises the horror once the opponent is edged into the correct position.



Blade's stage: Position the opponent with their backside approximately 1cm from the centre of the fan.

Shadow's stage: The opponent's posterior must touch the second sign in from the left hand side of the screen — just on the left side of the sign so they're facing the first sign.

Midknight's stage: Align the opponent's back with the edge of the last hut on the left. Hit them into the centre of the screen.



Jetta's stage: Position the other fighter with their back to the centre of the screen and rear foot just on the dark concrete.

Larcen's stage: Have the challenger obscure the lamp post on the right-hand side so only 3/4 of it is showing. You block the light from the first car's headlights with your body.

Rax's stage: The opposition's leading hand crosses in front of the left side statue; their back facing the centre of the screen. You square off on the opposite side of the statue.







JURASSIC PARK



By entering 02160016 as the pass-code a level select is provided for Dr Grant's benefit. However first, says Dean Martin of Northern Ireland, select the options screen and leave the screen. Change the character to Grant and hit start. The level select should now appear.



Slash's stage: Set up the hapless loser with their front knee touching the left side of the pyramid in the back ground. Your character stands to the right.

Trident's stage: With the opponent's head close to the centre of the mermaid's pot, and their back to the centre of the screen, your fighter stands to the far right of the screen.

Xavier's stage: Move to the right of the screen positioning the opponent's rear foot near the wooded base of the fire.

Lee Atkinson in Spennymoor is so hyped about Eternal Champions, he's decided to blurt this advice out to one and all. Upon finally meeting with the Eternal Champion don't allow your fighter to drop their guard. It is important to defeat him using only one energy bar. OK Lee. Whatever you say, man.

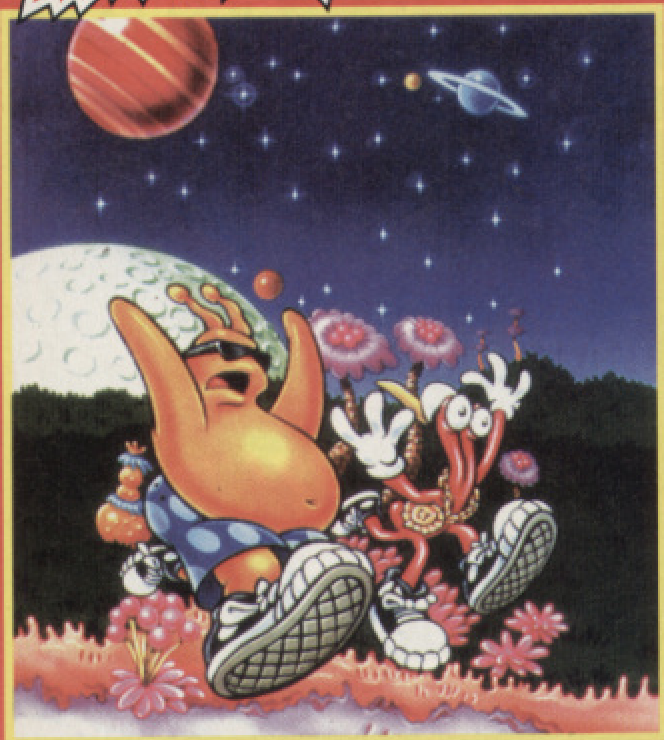


Officer Murphy isn't just a Robocop it seems — he's a Robodetective too! What next — Robo-commissioner? Anyhow there's a secret stage in the second level of the game. Have Robocop use the second wire he comes across to glide into the building to his right. Upon dropping down, lead him to the left and out of view. Jump him onto an unseen object and push UP. There are extra lives awaiting his success. Ironically it is Peter Murphy from Dublin who discovered this cheat.



MEGADRIVE

ToeJam & Earl in Panic on Funkotron



Thanks to G Taylor of Newbury, Berks for these especially excellent level codes for Toe Jam & Earl's second, funked out adventure.
Level Three: C6T2ZE-ILEIC
Level Five: PT28KZFK2YJQ
Level Seven: D9489128AT6
Level Nine: JPTFXEW9WZ0Q
Level Eleven: T5QQCE2JA8PQ
Level Thirteen: JP8Q!IAPC84N
Level Fifteen: D92QCZ69XV5E





ZOOL



Dean Martin from Northern Ireland has these two things to say about this awful but surprisingly popular title.
Level Skip: Pause the game and press C, RIGHT, A, B, B, A, LEFT, LEFT, A, RIGHT, DOWN. Now un-pause. Press right to skip a stage and up to skip the entire level.
Dean Martin's Level Select: Pause the game and press RIGHT, A, DOWN, RIGHT, B, LEFT, UP, RIGHT and relax — I mean un-pause...sorry. Next month Jerry Lewis takes matters into hand.



MASTER SYSTEM

GAUNTLET

David Meakin from Norwich writes with a great cheat for Master System Gauntlet. Should the dungeon explorers find themselves lost or low on health, lead them to a place void of monsters. It's OK to have enemies on screen, so long as they're restrained by barriers! Now have the explorers wait for 30 or 40 seconds until a spring-like noise is heard. Waiting a further 30 or 40 seconds sees every single wall and barrier magically transform into exits!

PACMANIA

Pac-Man! What a cool character! He owes a lot to Lewis Menson from Wootton though, who's small tip leads the yellow funster straight to Coin World. Have Pac-Man eat every small pill on screen — ignoring the power pills — then have him eat the coin in the middle of the screen. Bon Voyage-ee!

WONDERBOY III

By entering WE5T ONE as the password, Lewis Menson from Wootton enjoys the benefits of too much cash and a reputation for killing the first dragon in the game. Now you can too. Hooray. Also, to find the last boss, lead Wonder chimp to the very top of the tower and have him jump to the right. He travels left to the end of the platform, then up. Here he discovers a small heart with which it is easier to defeat the final guardian.

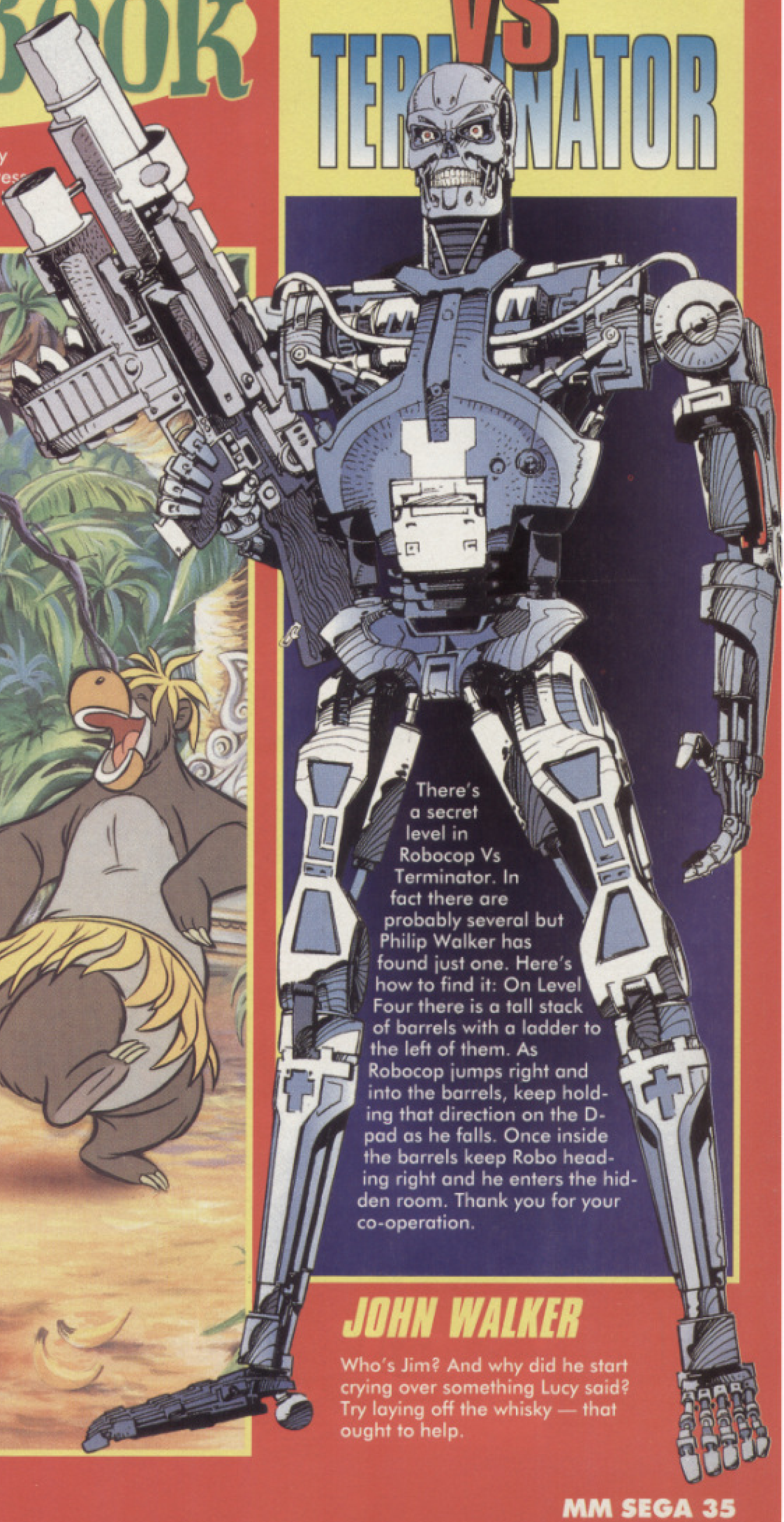
GAME GEAR

The Jungle Book

Philip Walker, who's no relation to John at all, has this to say for Virgin's Jungle Book. After the Disney logo disappears press UP, DOWN, UP, DOWN, LEFT then RIGHT on control-pad I. start the game to reveal a level select.



ROBOCOP VS TERMINATOR



There's a secret level in Robocop Vs Terminator. In fact there are probably several but Philip Walker has found just one. Here's how to find it: On Level Four there is a tall stack of barrels with a ladder to the left of them. As Robocop jumps right and into the barrels, keep holding that direction on the D-pad as he falls. Once inside the barrels keep Robo heading right and he enters the hidden room. Thank you for your co-operation.

JOHN WALKER

Who's Jim? And why did he start crying over something Lucy said? Try laying off the whisky — that ought to help.

ToeJam & Earl in Panic on Funkotron



Working your way through Panic On Funkotron's seventeen stages isn't particularly hard, but it's unlikely you'll uncover the full range of bonuses and hidden stages on offer. Join us as we explore the planet and take you to places you've never dreamed of. Sort of...

THE EARTHLINGS

1 GIRLY (2 JARS): Normally found in bushes or trees. Attack her from a distance.

2 BASEBALL KID (3 JARS): Lobs fairly harmless tomatoes. Attack him from a lower level. Don't waste Super Jars on him.

3 COW GHOST (2 JARS): Uses its invisibility to sneak up on you. Use the Funk Scan to find it, and lob jars in the air to capture it. If it gets too close, use a Funk Move to escape.

4 CONSTRUCTION WORKER (5 JARS): Don't stay on the ground when he makes the ground shake. Lob jars from a nearby platform or jump over him and drop them on him!

5 NASTY WILLIAM (5 JARS): Slow-moving, lob the jars up at him.

6 RICH LADY (5 JARS): The lady offers no resistance, but her Poodles attack. Drop two jars on each from above. Panic Attacks are useless against the mutts.

7 TOURISTS (MEN 6 JARS, WOMEN 4 JARS): Pull down on the pad to protect yourself against the flash. Use the time between flashes to lob a few jars. Get them away from other humans as it's impossible to duck if hit by another. They can't use their camera when near you, so get in close!

8 OPERA SINGER (7 JARS): Lay jars near him so he walks on to them, or keep jumping over him until he peeps out of the box. When he does do, drop loads of jars or a Panic.

9 MAD FAIRY (4 JARS): Pretty harmless unless you get hit by her laughing dust with other humans about. Lob jars up at her, and use a Funk Move to avoid the bags she drops.

10 DUCK (8 JARS): Stand still and lob jars up. The duck appears, so hit the deck. Before using Super Jars, wait until he's close.

11 BOOGY MEN (4 JARS): Mostly invisiblet, so use the Funk Scan to locate them. They hang out in groups, so keep lobbing jars in the air.





















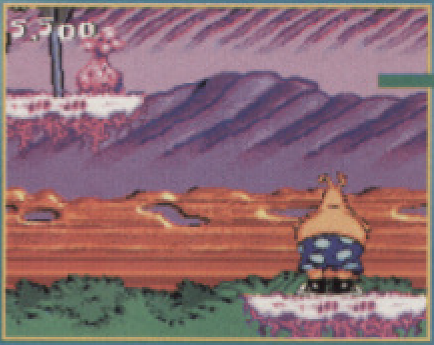




Those LEVELS IN FULL



FUNKY FOREST: NO PASSWORD
Push up after the third bouncy fungus to a secret stage (the zone is near the 'Danger' sign). Enter the Hyperfunk zone between the two fungi up to four times. Gain extra Funk by copying Peabo.



HOMEY STREET
A secret spot lurks just to the right of the second fountain, and a second on a platform just above the restart flag. Sharla awaits on a ledge to the right of the first cliff — jump into the cliff wall to find a cache of goodies. If you re-enter this area and keeping jumping, you enter a secret sub-stage.



MAC DADDY MEADOW
Nowt really, but jump on to the bows just above the flowers or they run away.



LOWER FUNKY TOWN:
E4N0Z9ANX19X
Put money in the first machine to lay on the bouncy fungus and bounce as high as possible before spinning and landing on your feet for extra points. Walk into the first cliff wall and use the Funk Scan — tada! Trixie's Rendezvous! Buckets of coins galore!



UPPER FUNKY TOWN
Get the Super Jars from Genzer and walk right off the edge of the cliff. Jump left on to a hidden ledge, and Funk left through the next two walls. Carry on left and down to a secret cave, and Funk through the wall on the right. Jump through the roof to the right of this cave. Use the Funk Move to bypass invisible walls until you get to a room with two arrows. Stand between them and push up for infinite Super Jars! Head bottom right in the first pool and swim down and along the second tunnel from the top to get to Lewanda's Cave. After leaving the second pond, jump back over it to some secret platforms, a present-laden bush is on the third.



SNOWY STREET
Drop down into the first hole and Funk Move through the right-hand wall. Walk right and use the Funk Scan to find a door — Trixie gives infinite Funk. At the end of the stage, to the right of Bloona, there's a secret path containing loads of goodies.



CHILL'N FIELDS
Funk through the first wall to a cave. Use the Funk Scan to search the bushes in the correct order for extra bonuses.

EL CHOICE-O GRANDE:
ETY67KMJCV5F
Go through the left door for lots of presents.



STYLIN' STREET
There's a pathway to Funky Furnace part way through the level containing a few presents.

BUSTIN' BUBBLES
Tap the opposite direction the bubble wobbles to stay on it!

OUTERSPACE PLACE
Jump on the fungus for points.



KICKIN' CLIFFS
Push the rock to the edge of the first cliff and jump right to land on a hidden platform. Press up for another bonus spot.



FUNKY FUNGUS
Head for the first cliff face and talk to Smoot. At the end of this stage, jump on to the top-left platform and press up. Pickle Place is revealed — as is the first of Lamont the Hippo's fave things.

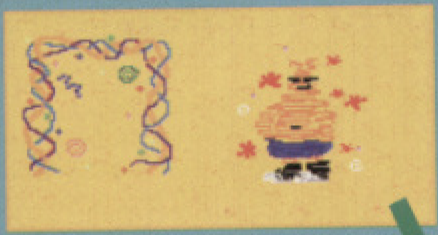
SLUMPY'S SHACK
Talk to Slumpy, and head left. Funk through the first wall to Fins Sharla.

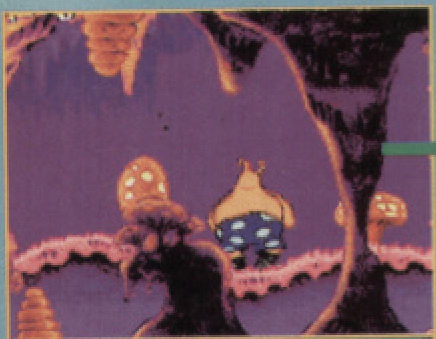


SLAMMIN SLOPES:
E8Y-6KL1X9AF
Scale the first hill and walk past the two meters. Press up to find a secret spot. Don't jar the lady and her poodle. Jump on the first platform you see and jump again to find a secret ledge. Press the button and ride the bubble to the left, using the Funk Scan as you go. Jump up to hit the Funktivate Zone, which reveals a door to Trixie who doubles the value of all your presents.



AWESOME ARCTIC
Go right to Bloona, and follow the arrows to the left. Use the fungus to bounce up and jump left on to the bubble. Ride it to the end, then drop down. Use a Funk Move on the wall to the right to find Sneak Street.






HIP HOP'N WAY
Walk left past the fungus to a wall. Funk Scan it to find a secret spot. Walk right towards Otis and jump into the wall to another hidden location. Peabo is to the right and down, and is hiding in a bush. Talk to him and return to Otis, then repeat this pattern. Use a Funk Move against the wall to the right of Otis, and Lamont's Picture is yours.

PESKY PLACE:
VDTQQXFN1ZX6

Swim left for air and Super Jars. Don't capture the fat lady and her dogs.

THE CATACOMBS
Head down and right to find Flarney. Move left to a button at the bottom of the pit. Jump down and use the bubble to jump left into the wall to Alexander's Hangout.

HAPPEN'N HILLS
Funk Move through the wall to the left of the bouncy fungus to find a door to a hidden spot.

LA PLACE DU FUNGUE
Get as many Earthlings as possible before entering the water. Swim right to reach Way Cool Cave. Talk to Chester and jump right. Push up in the small ditch there to uncover Eyeball Alley.

QUERPWACKY... WHAT?
Move up past Peabo to a meter. Put a coin in it and two arrows appear. Push up and you find Lewanda's Party Hut.

THE BIG SLIDE:
VYTQFC8A15L7

Jump at the end of the first slide. Look in the bush below. Jump right to a platform and Trixie. Your food now gives double energy. Press the button by the two construction workers and Funk Move through the wall to the left of the door. Walk left until you reach a cave. Press up between the meter and the button to get to The Fan Club.

BOOGIE DOWN CAVES
Walk through the right-hand wall into a cave full of Boogymen. You find a room containing Lewanda. At the end of the stage, bounce up and right to find a platform. Jump right again and walk right to find a door to The Rubber Ducky on the secret platform.




LEVEL 13: THE FUNKOTRONIAN MOON:TE8Q-X03JZ3Q
Go up and talk to Otis and Sharla. Go right and climb on the bubble next to the 'X' sign. Stay on it until you reach a platform adorned with four arrows. Walk left and press the buttons until the door to Chester's room appears. The door between the arrows leads to Slimy Slug Spot. Go back to Sharla and she gives you loads of presents.

MAYHEM MOUNTAIN
Walk right to the end of the stage and mount the bubble to the right of the water. Ride it until it bursts, then jump up and right to find a platform. Jump to reach a bubble which takes you to Trixie who gives yo FunkVacs. Go to the start where two arrows are next to the fungus. Press up for a secret room. Walk left to swim down and into an exit. Walk left across the fungus to Lamont's record player. Search for three flags next to each other and go into the wall below.

LEVEL 15:THE BOTTOMLESS PIT:
TZ9QFC9LKXAR

There are four exits on this level which all lead to a different section.

1st LEFT: BUBBLE BOULEVARD: Follow the arrows and press the button to make Peabo appear with his boombox.

2nd LEFT: ROASTIN' ROAD: It costs a fortune to stop the flames but you must go left to The Fire Fight.

1st RIGHT:THE HYPE HILLS: Drop into the ditch to the right of the meter to find Flarney. Follow the arrows to The Door Dilemma and enter the doors in this order: 1,3,4,2 to find Sharla. Go through the door on the right. Turn the flames off and use a Funk Scan behind them. Go through the door for another secret location and press up under the right-hand arrow for Pillow Place.

2nd RIGHT: HOT'N BOTHERED: Don't fall into the flames!

THE CRAZY CHASM
There are two almost identical chasms linked by the doors, so clear them one at a time.

THE FINAL BATTLE
Push the button with arrows pointing at it to see Peabo. Head down and right when underwater and left at the bottom to find Another Dead End. To finish the level, swim down and right until you can't go any further. Go left and up.

HOME STRETCH MEADOW
Keep an eye out for fairies.

JAROME'S PLACE
Funk Move into the 1st wall for some presents. Keep playing for a fab end sequence and bonuses for whatever you had left.

Enter the password: TOEJAMNEARL! for the end credits!





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WIN!! **RYAN GIGGS GAME CHALLENGE AT MANCHESTER UNITED LUNCH INC. !!!**

Acclaim IN ASSOCIATION WITH Argos

THE RYAN GIGGS ARGOS CHALLENGE

You may feel that there are more football games currently being released ,than bookings collected by Eric Cantana,and you'd be right. Nevertheless with Manchester United odds on favourite to take the unique treble of domestic honours, Acclaim Entertainment are entering the fray with "Champions World Class Soccer" by Ryan Giggs, programmed by 'Park Place' who have been responsible for the hugely successful Madden series of American Football games.

At first glance it may appear to be slightly complex ,as precise plays and special kicks require above average gaming skill but persistence will pay off, so don't give up because once you've picked up the moves, the real football starts!

You have the choice of being one of 32 International teams including Germany , Brazil ,Argentina, Italy and of course England, Scotland and Wales.

Off-sides, fouls, bookings, sending offs and choice of team formation are some of the special functions at your disposal.

The auto goal keeper function even allows you to do a Bruce Grobellar and make a marauding run down the pitchmuch to the dismay of your team mates. There is also a range of all action special moves including flying headers, volleys and spectacular bicycle kicks activated from all around the pitch, not just your opponents penalty area.

On the SNES there are the added features of an Instant Replay Mode and a move-of-the-match sequence which at the end of each half replays the "Match Highlight" , which in the case of Austria vs Japan is likely to be the coin toss.

Champions World Class Soccer by Ryan Giggs is released on the SNES and Megadrive on May 13th by the company that brought you Mortal Kombat and NBA Jam.

So if you want to train with the hottest property in football, and beat him at his own game in a games challenge - tell us which team Ryan Giggs plays for and put your answer in the entry box below.



MEGA DRIVE

Acclaim

SUPER NINTENDO ENTERTAINMENT SYSTEM





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Well stop daydreaming and wake up to the reality of winning the £1500 cash dash. All you have to do is hot foot it down to your local **Argos** store, marvel at the massive range of hardware on offer, flick through the sumptuos catalogue and pick out the Argos **catalogue number** for a Megadrive 2. Put the catalogue number in the box below along with the answer to question 1 and send it off to us at the address shown ASAP.

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How to Enter

- Put the answer to the two questions on the voucher on the right
- Post it to us at Argos Ryan Giggs Comp., Emap Images, Priory Court, 30-32 Farringdon Lane,London. EC1R 3AU.
- Entries must be in by 15th May
- Winners will be notified by post
- No correspondance will be entered into.
- Travel to and from Machester United will be paid for
- Winners under 16 must be accompanied by an adult.

Employees,friends,family, dogs, window cleaners and other relations of Emap, Argos or Acclaim are not allowed to enter

ENTRY FORM

QUESTION 1: WHAT TEAM DOES RYAN GIGGS PLAY FOR?

ANSWER 1 ....

QUESTION 2 :IN THE ARGOS CATALOGUE WHAT IS THE CAT NO. OF A SEGA MEGA DRIVE?

ANSWER 2 ....

NAME ....

ADDRESS ....

....

TELEPHONE NO. .... AGE ....

STREETS OF RAGE 3

STREETS OF RAGE 3

1-2 PLAYERS | **24 MEG**

GAME TYPE
BEAT 'EM UP

PRICE	£59.95
BY	SEGA
RELEASE	JUNE

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY:
EASY

1ST DAY SCORE
Complete on Easy.

ORIGIN
Inspired by Capcom's Final Fight, the Streets Of Rage series reaches its third instalment, with larger sprites and more people to hit...

GAME BREAKDOWN
ORIGINALITY, REFLEXES, CHALLENGE, ACTION, STRATEGY

GAME AIM
Seven stages of bad guy and gals stand between our heroes and X. Needless to say, they should be given a ruddy good pasting.

It's here! Beating both Mortal Kombat II and Super Street Fighter into the shops, the third Streets of Rage game hits the Megadrive, bringing a gang of larger sprites and even more action with it. Both Axel and Blaze have returned, as word reaches them that Mr X is up to his old tricks again — but this time they are aided by the Zan, a bionically-enhanced old geezer with a nice line in electro shock therapy, and a short but fast kid called Sammy. As for Max and Adam, they were last seen queuing for soup near Waterloo bridge.

According to the rumours, X is preparing to unleash his nuclear arsenal on the world in revenge for his two humiliating defeats in the first two games. His location has been traced to a heavily-defended tower block deep within the city, but X's hoods stand between our heroic quartet and their plans to scupper his evil doings...





(YOU GOTTA) FIGHT FOR YOUR RIGHT

With Zan added to the team, it was obviously time for the heroes to rethink their careers. Just as Cheryl Baker left Bucks Fizz for a successful solo career, Max and Adam have decided to go it alone. Actually, that's fine by us because they were pretty crap anyway, and Zan's got loads of moves they could only dream of! Which brings us rather nicely to the fighters and what they can do:

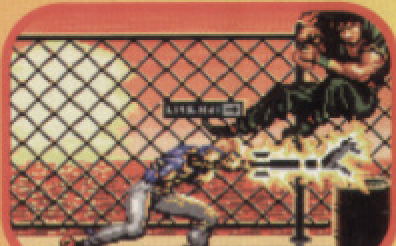


▲ *"No, I do not come here often. Sod off, creep..."*

ZAN

A self-built research scientist(!), Zan has a particularly long reach and can send high voltage electricity coursing through his body to stun attackers. He also has a neat line in throws, and a powerful lightning tackle which sends bad guys scattering like skittles.





▲ *Zan has some mates round for a marshmallow-toasting party.*

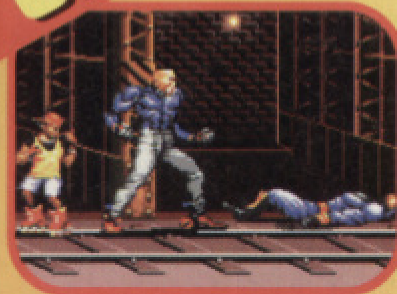


▲ *Boy, that Lucozade Sport really hits the spot...*



SAMMY

The mighty midget — and an extremely fast one, too! Sammy's got a kick like a horse, and neat line in acrobatic throws and kicks (the corkscrew kick is particularly good). Sadly, he's a bit of a weakling and cries easily when he gets hit back. Probably.



▲ *"Well, I told you my Dad was bigger than yours..."*



▲ *"I want skates like Zan, Daddy — now! Ooh, I hate you, I hate you, I hate you (sob)."*



One thing worth mentioning is that each of the team now possesses a run mode, which is activated by tapping the D-pad twice in the required direction.







▲ *The old 'push 'em over a crouching mate' trick...*

COMMENT



GUS

After Sonic comes the 'Rage. In common with the blue hedgehog, Sega's approach has been to make it more lavish than its two predecessors. Note that this doesn't mean more game: it takes about the same amount of time to tromp through SOR3 that it does for SOR2. All that extra memory (equivalent to the size of Sonic 2) has been spent on larger sprites, more backdrops, a smattering of new moves and music. What can be seen is the 'law of diminishing returns': Sega are putting vastly more in, and only getting slight improvements for it. However SOR3 looks and plays great — with a better feel than SOR2, and is only marred by exceptional easiness. Axel, in particular has been made too powerful. With this in mind, I still think SOR2 is the definitive Megadrive beat 'em up.





COMMENT



STEVE

This third addition to the Streets Of Rage series wipes the floor with the previous two in terms of graphics and presentation. Axel and Blaze have never looked so beefy, and with equally huge enemy sprites, the game is the best-looking scrolling beat 'em up available for the Megadrive. That said, if only Sega had lavished the same care on the gameplay, and added a few new elements. The same bad guy formations roll on for a quick bundle, with the bosses adding the only real variety to the proceedings. To me Streets Of Rage 3 doesn't take enough risks. There are moments of inspiration, but it isn't until later in the game that any originality shows its face. In X's lair, a puzzle-solving element is added as the players search for him, and must find and smash the terminals which seal off certain areas. If these ideas had been littered throughout the game, SOR3 would easily be a Megagame. Don't get me wrong, I'm not slating the game as it's extremely playable — if a tad easy — but with the proposed SOR4 already on the cards, let's hope Sega start looking for a few new ideas...

SPECIAL AKA



Each fighter's special moves are accessed via the A button. However, overuse should be avoided as it can prove hazardous to their health! Located at the top of the screen are a series of silver lozenges. If the word 'OK' is shown above, a special can be pulled off without effort. However, if the player uses such a move when the bar isn't quite powered-up, the move is pulled off at the expense of the character's energy bar — the lower the bar, the more energy lost!



▲ *Three men sneezing as the flowers give them hayfever.*



▲ *Hmm, they've obviously been to the 'Scooby Doo School Of Dancing'.*

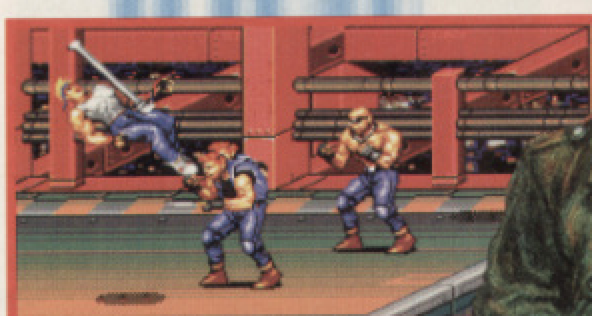
HARVEY WALL-BANGERS



Fancy a break from the beat 'em up japery? If so, Streets Of Rage III has the answer. Ten walls stand between your character and freedom, and must be smashed using whatever combination of kicks and punches you deem necessary. By the way, did we mention there's a JCB chasing you just to hurry you along a little...



▲ *"Hey, get out the road, you silly old fool!"*





BLAZE

Blaze's long legs are her special weapon, and she uses them with gay abandon to perform all manner of fancy special kicks and throws. A cartwheel kick is her speciality, but also keep an eye out for her deadly firebolt.



▲ *Honestly, these new dance crazes just go over my head.*



▲ *Blaze performs her all-new 'James Herriot' move.*

KNUCKLE SHUFFLE

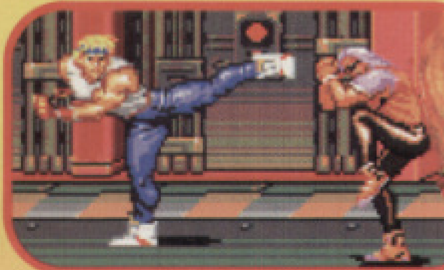
In Japan, Blaze and co's adventures are known as the 'Bare Knuckle' series of games. However, due to Sega's control over what we see in the UK, there are a few odd differences between what we see and what our Japanese counterparts get. The main loss is that the end of the second level sees the arrival of a dodgy-looking Leather Boy dressed in a cap and stockings! In the UK version he's conspicuous by his absence (washing his hair, perhaps?) and has been replaced by a group of thugs instead. Similarly, Bare Knuckle III's

AXEL

Axel has taken his Dragon Smash to new limits to create a punch which wipes the floor with anyone in the area. He also has a 'Dragon Wing' punch which is equally powerful, and if these fail he can simply nut them all!



▲ *Human caber tossing — ban this evil sport. NOW!*



▲ *"No, no, no... Not the Nike's of doom Anything but that..."*



GREAT X-PECTATIONS



As with the second game, Streets Of Rage 3's plot unfolds as each level is completed. Still pictures and text messages keep Axel and co updated on what X is up to, and as the game progresses, so the plot gets stranger and stranger. Things start getting a little weird when X appears at the end of level five. No sooner have you defeated his cronies then 'X' is revealed to be a robot duplicate! There's also a cyborg Axel to deal with, and X himself is revealed to be completely out of his head — literally!



▲ *Behind Yooooou!*

red-dressed Blade becomes our silver-skirted Blaze, Skate becomes Sammy over here, and the music in the UK version is far better than that of the eastern game.



▲ *Fame! I'm gonna live for ever! Ask yer Mums...*



GRAPHICS

93

▲ A good selection of sprites, each with a host of well animated moves.
▲ The backdrops are brilliant — keep an eye out for the Disco level!

SOUND

88

▲ Rumpy-tump music suits the action perfectly, and the in-fight sound effects are suitably noisy.

PLAYABILITY

92

▲ Hey, this is a Streets Of Rage game — they're always playable!
▼ Zan is a welcome addi-

LASTABILITY

77

▲ The scenario which unfolds between stages will keep you hooked, as will the twist at the end.
▼ It's rather too easy,

VFM

74

▲ 24MEG, spread across seven fairly lengthy stages.
▼ Those extra MEG cost money, and £60 for a game you'll complete in no

OVERALL

83

A stylish continuation of the series, but not all it could — and should — be. A classic case of 'If only they had...'



1 PLAYER

16 MEG

GAME TYPE
SHOOT 'EM UP

PRICE	£44.95
BY	TENGEN
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3-9
SKILL LEVELS: 4
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: TOUGH

1ST DAY SCORE

Reach level four on Easy

ORIGIN

First there were Space Invaders. Then Galaxians. Then every variety of space mutants known to man. And now Grind Stormer.

GAME BREAKDOWN



GAME AIM

Shoot things. Collect things. Avoid anything you can't shoot. Pick blisters from swollen thumbs.

GR STO

Grind Stormer is a shoot 'em up. It doesn't pretend to be a peace-keeping mission fighting back at the hordes of Galaxians/Space Invaders/Gorfs descending from the top of the screen, and it isn't set during a Slap Fight or a Bio-Hazard Battle. It's just a meat 'n' veg blaster which concentrates on the action to the point of ignoring a scenario completely!
Six stages of vertically-scrolling action await the would-be hero, each of which is inhabited by all manner of large aliens and their even bigger bosses. Er, and that's it, really. What did you expect, Quantum Physics?







▲ *Arachnic infestation — and it's still only level two!*

CHECKIN' PICK EM UPS

A shoot 'em up without power-ups is like Peters without Lee and Paul Daniels without Debbie McGee. Needless to say, Grind Stormer is as well equipped as any:



SEARCH: Side pods act like limpets and stick to incoming ships when this is collected.



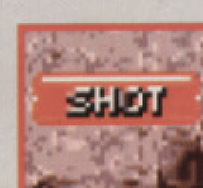
POWER: Increases the power of the current weapon.



DIAMOND: Adds another smart bomb to your initial three.



MISSILE: Adds missiles to your inventory, and increases the power of any side pods currently in use.



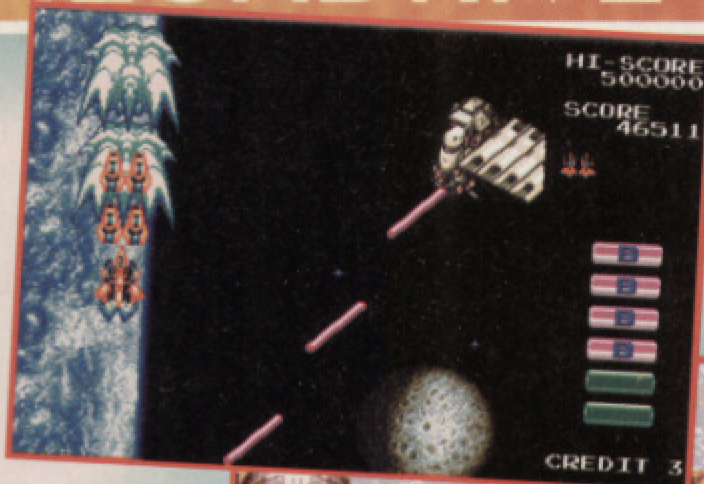
SHOT: Returns you to the standard weapon.



S-UP: Increases the ship's speed.



▲ Battalions of tanks run on this metallic web.



◀ This final stage satellite extends a battery of lasers.

RIND
RMER


▲ The designer of Grindstormer definitely lost a few marbles on this zone.


▲ Pink, pink — to make the alien pilots wink.


▲ With a rocky plateau backdrop, the Grindstormer flexes some of its impressive splayed weaponry


▲ This chimera war machine explodes from hiding.

COMMENT


STEVE

There was a time when you couldn't move for them, but it's been a while since we've seen a really fast vertically-scrolling blaster. As such, Grind Stormer is particularly welcome. I had heard reports of the game from the CES, and after a few games it certainly seemed to live up to the pre-release hype. Grind Stormer doesn't do anything new, but it offers a a dozen (well, six repeated twice) stages of extremely taxing action. However, the programmers have been a little too ambitious with the sprites and have crammed as many large ships on screen as possible. Sadly, this is to the game's detriment, as they often break up, muddle the screen and slow the action right down. It's still very playable, though, and despite its faults is a solid blaster which offers perfect alien-killing relief from the recent spate of platformers.

GO (RECON)FIGURE



The assorted power-ups swing between high-powered concentrated lasers and wide-ranging smaller bullets. However, both of these can be reconfigured simply by repositioning the ship within the two surrounding side pods. Thus, whilst two flanking pods covers a greater range, placing them behind the ship offers a solid and devastating stream which kills most foes instantly.

◀ Missiles, they're a bit phallic like, but I like 'em just the same.

COMMENT



Ibang a banga your ded. i shot u in grinddstormmer. i loike it cos aliens dy. lots...

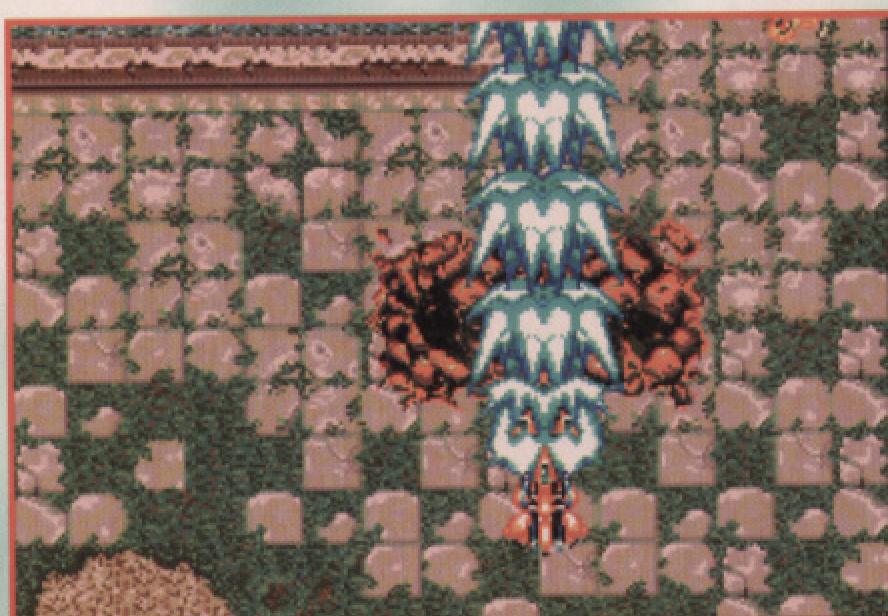
LUCY

Thank you for that little addition Steve. However, on a more serious note this is undoubtedly a good blast — my fave type of game — death, destruction and rucks of mega-weapons. There are though, unfortunately, some serious flaws packed in here as well. It's all very admirable trying to get as much on screen as possible but not if you get terrible sprite flicker, slow down and screens that get <I>so<P> packed that you can't tell what's going on. Also, it's a right con that you think you've got 12 levels but you've actually only got six doubled up. And another thing — two games (ish) on one cart may sound pretty good but the V Five game is damn near impossible! Having said all that I still enjoyed the game and if you are a shoot 'em up fan I wouldn't disregard it out of hand cos it sure does offer a challenge and let's face it — a half decent blast on the Megadrive is pretty rare nowadays innit?!

V-FIVE ALIVE



There are two versions of the game on the cart. The first is the normal game with loads of power-ups and smart bombs, whilst the second masquerades under the title of V-Five. Whilst the levels are identical, V-Five differs in that it lacks the other's smart bombs. Instead, every bomb crystal collected is added to a tally shown on the right-hand side of the screen. Within this panel a number of weapon options are listed – a la Slap Fight and Nemesis —



V-5 features a tweaked version of the gameplay of Grindstormer, a la Slap Fight.



Imagine the sort of beasties that crawl in the bath magnified 1000 times and issued with side-arms. Ngghh!



We are the Space Invaders and we like our Jaffa Cakes!



GRAPHICS

84

▲ Meaty and plentiful sprites. Excellent parallax backdrops. Every thing a good blaster should have, really.
▼ Terrible sprite flicker when the screen gets busy.

SOUND

69

▲ The tunes won't win any awards, but they'll do.
▼ The dullest effects in the world- the laser like a ZX Spectrum loading!

PLAYABILITY

85

▲ Superb. Just jump straight in and blast away.
▼ The number of objects on screens gets a little confusing and lives are lost unnecessarily.

LASTABILITY

79

▲ Twelve tough levels with particularly tough bosses.
▼ The second set of stages are tougher reruns of the first!.

VFM

62

▲ An average price for an average shoot 'em up.

OVERALL

82

A solid- if unimaginative- shooy 'em up. Still, we haven't had an all-out vertically-scrolling blast for ages, so this is nevertheless welcome.


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1 PLAYERS

16 MEG

GAME TYPE
ADVENTURE

PRICE £44.99

BY DATA EAST

RELEASE IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GREAT
GAME DIFFICULTY: CHALLENGING

1ST DAY SCORE
END WORLD 3

ORIGIN
First appeared on the Amiga in 1987 courtesy of Rainbow Arts. This is the updated Megadrive version.

GAME BREAKDOWN



GAME AIM
Blast your way through 15 complex levels avoiding death as you do so.

ME
TUR

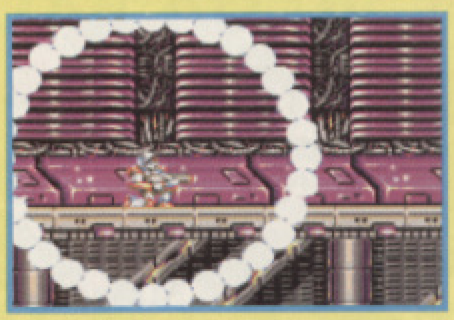
Have you noticed that you get all these super-heroes running around like headless chickens saving mankind and the official line is that they're saving you from an evil alien empire? Well, MEAN MACHINES SEGA can exclusively reveal that that's all poppycock — it's actually these super-heroes starting the scrap quite simply because they like it and if there wasn't any intergalactic squabbling they'd be out of a job. Thus, they go up to the empire head and insult his mother, war breaks out and the super-hero is kept off the dole for another stint of mass destruction. Easy eh?

The latest hero to wangle himself out of retirement is you, as Bren McGuire — the leader of the United Planets Freedom Forces. Having beaten the Galaxy-busting Machine years before on the starship Avalon 1, this time the evil so-and-so's back and bullying some beautiful wench's planet. Being a hunky, macho type, Bren immediately rushes to her aid and, dressed in a ultra-hard Turrican assault suit which is equipped with all the latest killing devices, starts some serious ass-kicking over 15 levels in order to save the universe.



SUITS YOU, ACTUALLY

The Turrican assault suit is an elaborate and formidable affair which, of course, can be boosted to greater heights with a wealth of pick-ups



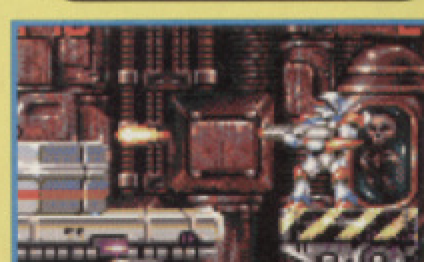
SMART BOMB: Three provided per life — takes out almost anything on the screen in one blast.

DIAMOND: Extra points.

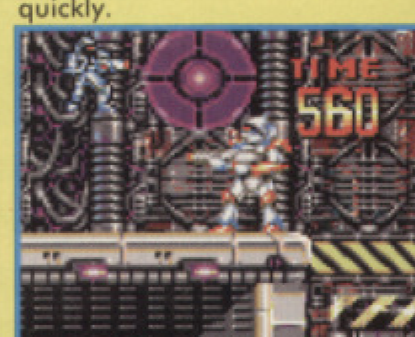




SHIELD: Invulnerability for a limited time.



SINGLE FIRE: The basic weapon you start with. Pretty tame stuff which needs boosting — and quickly.



1-UP: Self-explanatory, methinks.

EGA
RICAN



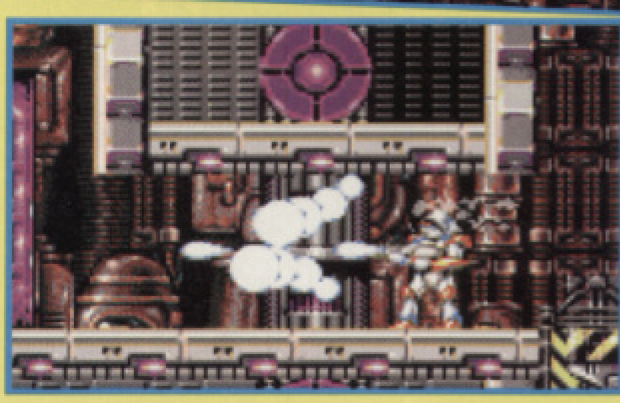




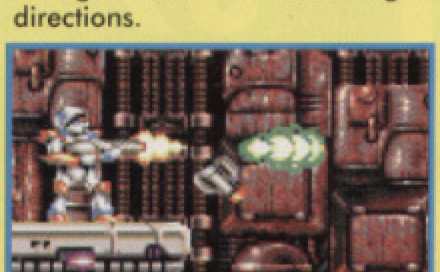
LASER: A high-powered little number which is good for tough enemies but doesn't have the range you often need.



MULTIPLE: A powerful spread shot — very effective on open ground



REBOUND:
Bounces around at odd angles and the best for taking on lots of foes attacking from different directions.



HOMING MISSILE:
Adds on to your chosen weapon and although not very strong takes out enemies without having to aim

SEEK OR THOU SHALT DIE

The levels are all labyrinthine affairs which must be searched carefully to find the plethora of extra lives and other power-ups on offer and, eventually, find the exit. Many places can only be accessed with careful handing of your ever-present plasma rope. In other tight spots you'll need your energy wheel capabilities — when the going gets tough, curl into an almost indestructible ball and roll out of trouble for a limited time. You can only lay mines and throw bombs in this form, though, so watch your step.

COMMENT



Wow! I love this game, me. It's ages since we've had a decent shoot 'em up for the Megadrive, so I was eagerly looking forward to this — and I wasn't disappointed. It controls like a dream — responding to your every command perfectly. There's a massive range of fab and varied weapons and lots of different things to do and explore. The game is also really challenging, which does make a refreshing change. It's tough almost to the point of frustration, but not quite, so although it'll take you ages to work through the 15 levels, you're guaranteed to keep coming back until the bitter end — rather than give up in exasperation. Another good point is that although there is an EASY setting you can only complete two worlds in it so you won't sail through in a hurry. Mega Turrican is hardly original but sometimes you can't beat a really good blast which this undoubtedly is and I'd recommend it to anyone.

LEVEL HEADED BOSSES

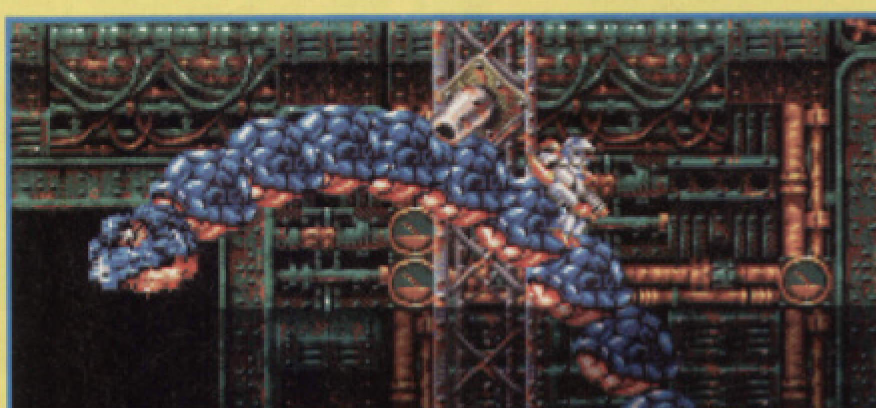
Each of the five worlds is divided into three levels. These include a jaunt through The Machine's bio-tech labs, a trip underwater (where you can't use your wheel, smart bomb or rope), with the whole caboodle culminating in the deep dungeons of the Alien Queen where you confront your arch-enemy. At the end of each level you inevitably come across a bizarre-looking boss — including a pink plasma mass with boggle eyes and lots of mouths!

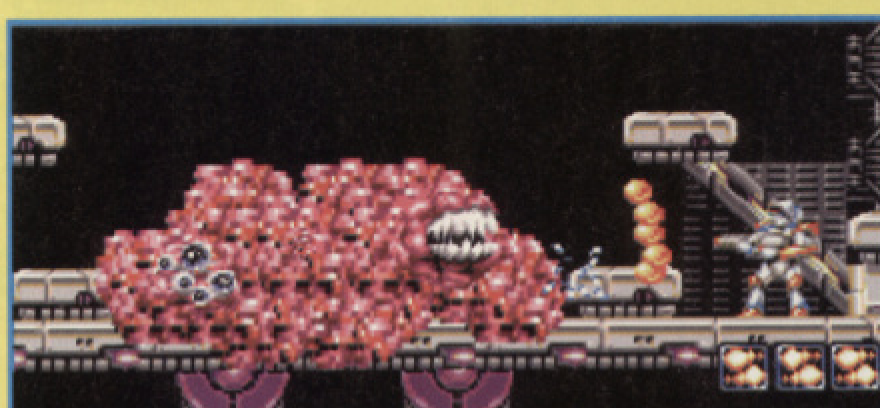


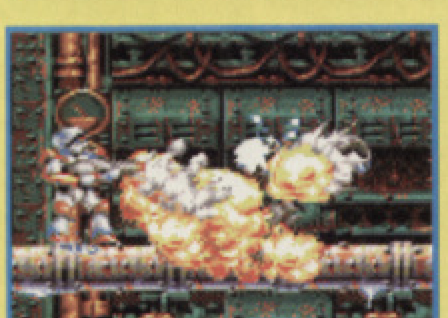


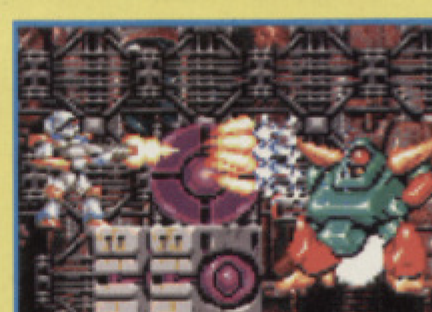












COMMENT



STEVE

The Turrican concept is nearly six years old now, but this Megadrive version is as fresh as ever. Although the basic running and blasting action has been left intact — and rightfully so — never before has the game seen such detailed graphics. The backdrops are the most incredibly intricate I have seen, and the variety of both the aliens and the settings is stunning. However, extra praise deserves to go to the programmers for adding even more features to the original game. Gone is the large laser which used to extend whenever the fire-button was extended, replaced by a rope system which allows the player to swing from platform to platform. This is a stunning blaster, and one which I whole-heartedly recommend.

MUCHO THANKS

Thanks a lot to Mark Hendry at Dream Machines for the loan of this cart. Give him a call on 0429 869 459.

GRAPHICS 87

▲ Nicely drawn sprites and backgrounds— particularly the bosses.
▼ There's nothing really special here and some more animation would have been a bonus.

SOUND 88

▲ Good sampled speech and blasting noises and okay tunes.

PLAYABILITY 91

▲ Controls like a dream with loads of action, variety and death.
▼ Can be frustrating at times and there's not a lot of originality involved.

LASTABILITY 90

▲ Loads of really tough levels which really put you through your paces.
▼ Once completed there's no real incentive to return.

VFM 88

▲ A reasonable price for the piles of blasting fun you'll get out of this.

OVERALL 89

An unoriginal shoot 'em up but one that's guaranteed to provide masses of fun.

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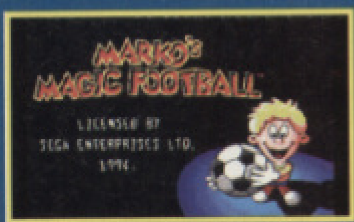
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POSTCODE ____________________

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PLEASE SEE PAGE 94 FOR MEGAMART

MARKO'S MAGIC FOOTBALL



1 PLAYER | **16 MEG**

GAME TYPE
PLATFORM

PRICE £44.99

BY DOMARK

RELEASE JUNE

OPTIONS
CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: AWFUL
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
END LEVEL 5

ORIGIN
Developed especially for the Megadrive, Marko bears a striking resemblance to the Amiga game from Krisalis — Soccer Kid.

GAME BREAKDOWN



GAME AIM
Guide Marko through 12 platform levels, booting baddies, scoring points and saving his town from green gunge.



After running away from the big boys in the park because it was HIS ball and they wouldn't let him score a goal, young Marko accidentally stumbles upon a dastardly plot which is more dastardly than a very dastardly thing indeed which has gained a double first at Cambridge for dastardliness.

Toy factory boss, Colonel Brown, has roped in some wicked scientists and, with the help of their secret gunge concoction, is transforming all the cute, fluffy animals in North Stillington into gunge monsters which he means to help him take over the town!

Marko gets roped in on the good guys' side when his ball accidentally lands in a puddle of this gunk and turns into a magic football. You as Marko must now use your balls as ingeniously as possible in order to save your town.







COMMENT

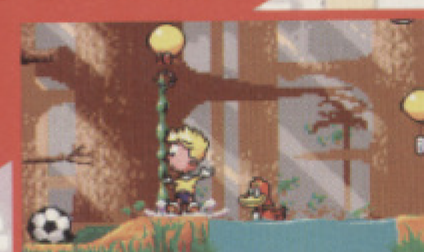


GUS

I think Domark made one fundamental mistake when they planned the gameplay in Marko's. They gave him infinite balls. The one thing that could make Marko's an interesting twist on the platform game was thrown away with this feature. If you had to negotiate one ball all the way through a level, or had a limited supply, then the game would be a lot more taxing and subtle. In its present form, Marko is attractive to look at, but doesn't set the pulse racing. It's not bad, measured against Other platform games, just not exciting enough for demanding MM SEGA reviewers.

LEVEL CROSSING

Marko's journey takes him through all aspects of town life, dealing with all the foes you'd expect to find therein. Many levels involve a task which needs to be completed before Marko can move on. The levels include:



FOREST: Snakes, ducks and other woodland folks all bar Marko's path until a wallop with his ball clears the way.

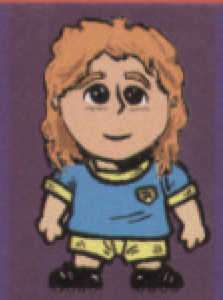


SUBURBIA: Always the same street funnily enough — Radnor Road — where Marko copes with policemen on pogo sticks, killer pigeons, and a comedy chappie who eats Marko's ball when aimed at his head. Marko also braves some of the houses where ghosts and slime monsters assail him in the cellars.



SEWERS: Slime monsters ahoy as well as plethora of other creepy-crawly unpleasantries.

COMMENT

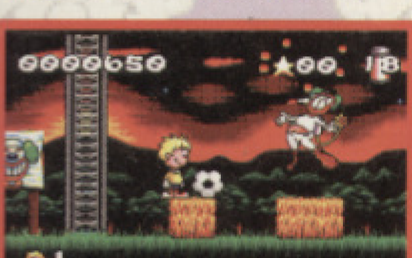


LUCY

I was quite prepared to give Marko a sporting chance — even though it's another platform affair. The graphics are pretty smart — lovely cartoony effects and some cracking animation, with Marko himself having loads of comic expressions — and there are 12 large levels. Unfortunately, like so many before it, Marko falls down woefully on the gameplay front. It's not that it's dire , it just isn't much fun and painfully repetitive. After a full day's play, and, having found out all the pass codes and played through all the levels, I decided I'd be quite happy if I never set eyes on it game again. Marko mcy appeal to ardent platform/ puzzle addicts but being a mere mortal I wasn't too impressed. Oh, and I don't like the way the horror of vivisection is minimised (as it is in the intro sequence) or the way Marko bashes up innocent pussy cats and the like.



INDUSTRIAL ZONE: Marksmen hang from windows and a particularly amusing workman appears who bares his bum in typical builder style when hit.



CIRCUS: Tears of a clown fall freely when Marko's about — unless he gets to Marko first, of course.

BALL-BOUNCINGLY GOOD

Our young soccer kid has mastered the art of manipulating his ball to maximum effect. The footy is always at hand by pressing C and in addition to kicking it at foes to put them out of action, there are various other moves at his disposal. Here's a run down of what's on offer:

BOUNCING ON BALL: Although Marko has fairly good jumping capabilities, some of the really high platforms can only be reached by conjuring up the ball then jumping on it to bounce higher.



HEADING BALL: On me 'ead my son — no probs for Marko. With a quick flick he can balance the ball on his head like a pro thus fending off enemies attacking from above.



KEEPY UPPY BALL: Before flicking it on his head, Marko can play a mean game of keepy uppy — pretty useless really but a great exercise in ball control.



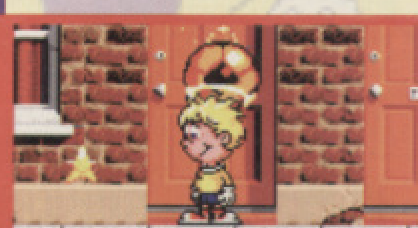
BICYCLE KICKS: One of his most dramatic moves this and one which sorts out anything coming from behind.



MAGIC GUNK: Lying around the platforms is a pile of white, shiny gunk which works for Marko with varying effects.



GOLD BALL: After picking up the white gunk, the gold ball appears on Marko's head and after a few nifty taps, explodes and destroys everything on the screen.



GUN: Another white gunk offering is a gun with which Marko can cheerfully shoot anything in sight for a limited time.



GRAPHICS

88

▲Lovely cartoony graphics, nicely drawn sprites and tacks of animation.

SOUND

80

▲Some reasonable thumping, bouncing, popping, shooting noises.
▼The in-game tunes are really annoying.

PLAYABILITY

65

▲Easy to get into and a nice array of moves at your disposal.
▼The sameness of the whole thing soon gets dull.

LASTABILITY

60

▲Twelve large levels to explore.
▼The lack of variety mean Marko soon loses his appeal.

VFM

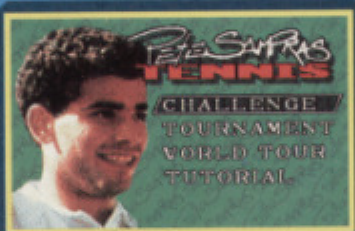
66

▼It's getting to the stage now where nobody wants to spend 45 quid on a game unless it's something really special — this isn't.

OVERALL

64

A lovely-looking effort from Domark but one that falls down on the fun stakes because of unnecessary repetition.



1-4 PLAYERS | **8 MEG**

GAME TYPE
SPORTS

PRICE TBA

BY CODEMASTERS

RELEASE JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORDS
SKILL LEVELS: SEEDED
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

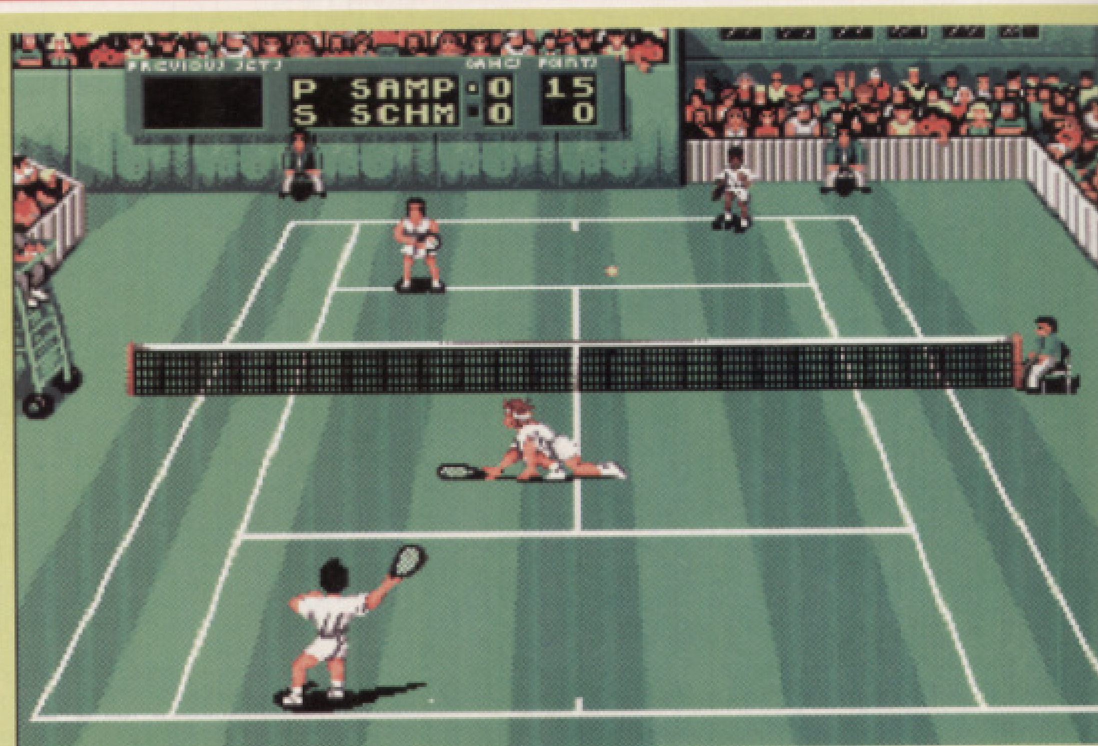
1ST DAY SCORE
ROUND 5 OF TOURNAMENT

ORIGIN
The game began life as Tennis All Stars before Codies signed up Wimbledon champ, Pete Sampras.

GAME BREAKDOWN



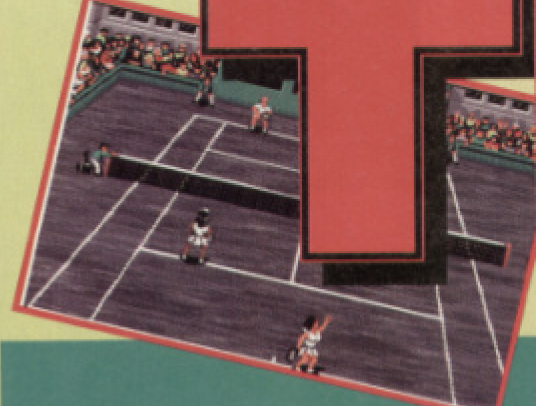
GAME AIM
Hit the ball over the net with a raquet without hitting it out of the court in either challenge. Tournament or world tour mode.



Strawberries and cream, brown legs aplenty, Barbra Streisand, the occasional stab in the back and, of course, heaps of rain... Yes Wimbledon will soon be on us again with loads of strapping athletes screaming for new balls and, once more, the creators of this great game (ie the Brits) will be put to shame. To celebrate this great British institution of ours, Codemasters has taken the number one male seed and put his name to an all new tennis game.

I'm sure the game needs little explanation: leap around, hit the ball over the net with your stick with mesh in it, keeping the ball within the white lines. You can also shout at the umpire a bit and generally win fame, glory and wads of cash in 33 tournaments covering 28 of the world's top courts. So, without further ado, let the play begin...

Pete Samp TENN



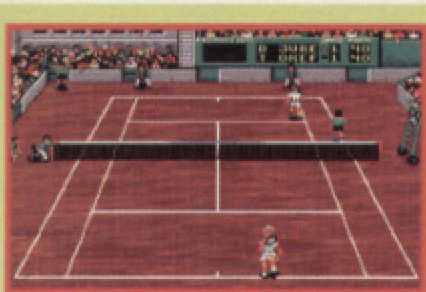
J. CART JAPERIES



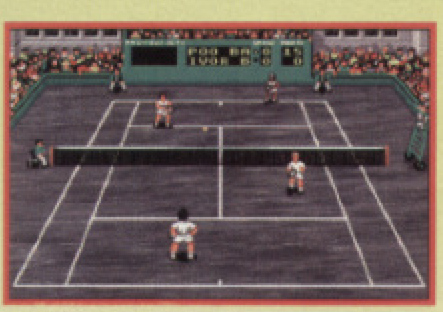
▲ *Joypads a-plenty, as only J. Cart knows how...*

One of the best and indeed revolutionary features of the game is the new Codemasters J.Cart. This handy little.widget includes the equivalent of a Sega Tap or Four-Play built into the cart, allowing up to four players to play a game simultaneously. Just how Codemasters have managed to include this on every cart and still put the game out for £44.99 (or possibly even less) we've no idea but they certainly deserve a resounding round of applause for innovation and their continuing tradition of putting things out as affordably as possible.





▲ *Playing from the baseline.*

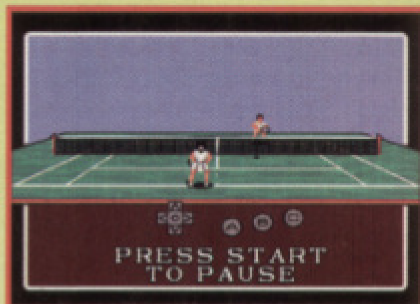


▲ *Tense two-on-two action on a sombre playing surface.*



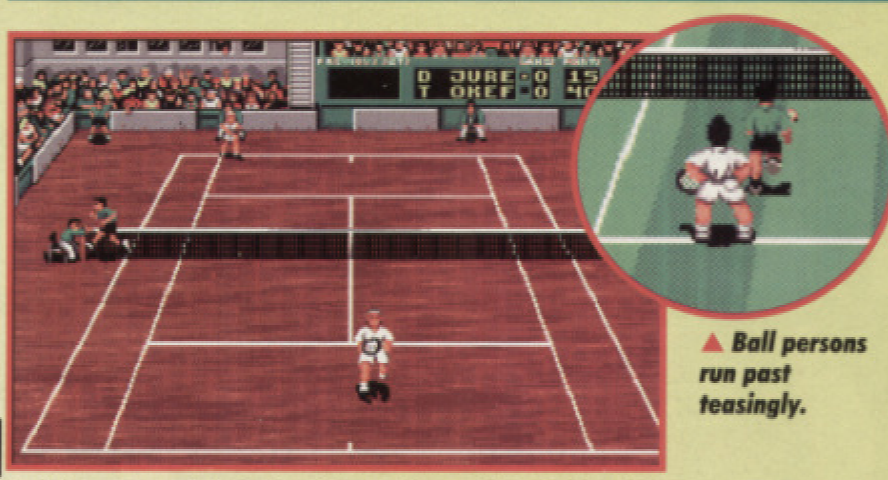
pras
NIS

SHOT TO HELL



▲ *The sort of tutorial that even an idiot can pick up. Just select the shot and adjust it with the joypad.*

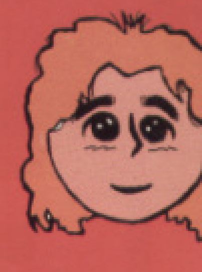
There are a number of different shots at your disposal, all of which can be practised in the Tutorial Mode. This allows you to try out either the automatic serve, which is fairly soft, or manual serve onto which you can put speed and spin. There's also the lob, drop shots, random smashes and a great diving move which doesn't seem to do much good but gives you a good laugh all the same.



▲ *Ball persons run past teasingly.*

▲ *Player One walks back to his serving position, facing the prospect of two break points.*

COMMENT

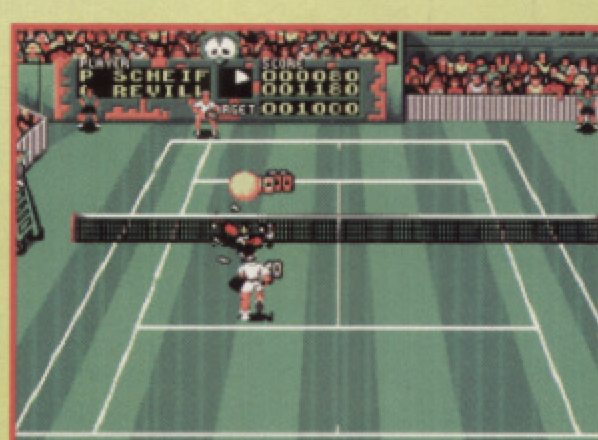


LUCY

I don't ordinarily like tennis games but I confidently predict this game will be as big as or even bigger than Codemasters' Micro Machines. Pete Sampras Tennis is the most playable, easy to pick up and fun tennis game I've ever played. You get straight into it — starting off gently against the computer but soon encountering really challenging opponents who all have different playing techniques which really keeps you on your toes! The two-, three- or four-player modes will of course keep you going for ever — it's just one of those games which you'll still be pulling out years from now. Graphically it's great, likewise the sound with fab sampled speech and loads of rowdy crowd noises. The realism is phenomenal — the attention to detail is such that everything you find in a real tennis match you find here. My only quibble is that the perspective can fool you when you're playing on the far end of the pitch. But the piece de resistance has to be the incorporated J.Cart — four-player action for the same price or less than a regular cart — who can argue with that, eh? Not me ,that's for sure. Go out and buy this. Now.

DIZZY MUST DIE

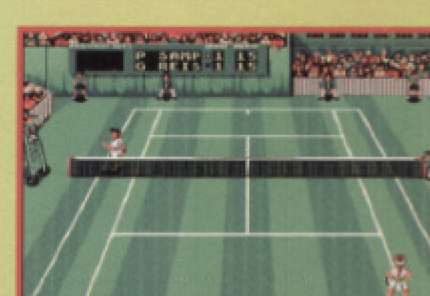
The preview version of this game included an option of calling up a 'Crazy' tennis mode. This involved picking up icons off the pitch which could make the ball bigger, smaller, faster or slower or reverse the controls of you or the opponent. There was also a great bit in it where Dizzy (Codemasters' celebrity egg) wandered onto the court, just waiting for a ball in the kisser. Sadly this option is no longer there for the taking but two mystery options have been included so it's a fair chance, if you can find the cheat, these two modes will make an appearance.



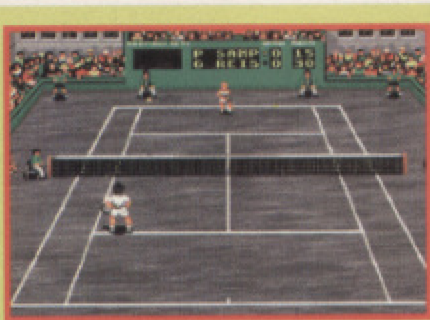
▲ *Finding Dizzy is just that bit harder in the latest version.*



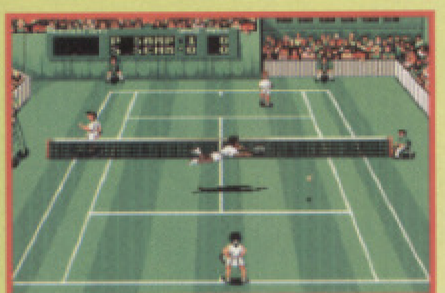
▲ *All the serving is overhand, which is very grown up.*



▲ *Sometimes you feel like a strop with the Umpire and his abominable decisions.*



▲ *What is there to say? Except, Action! Action! Action!*



▲ *Yuri Geller decided to make mischief from the stand by levitating the players, naughty lad.*

COMMENT

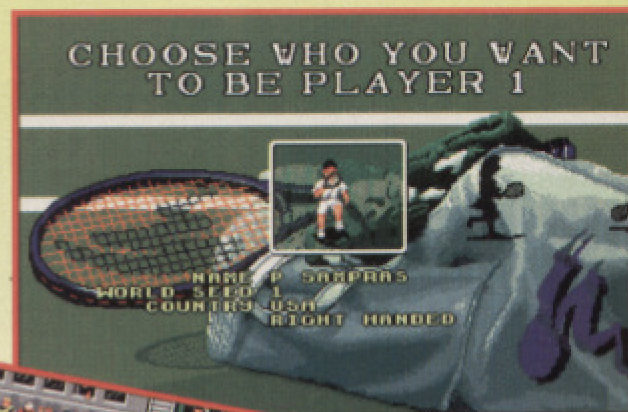


STEVE

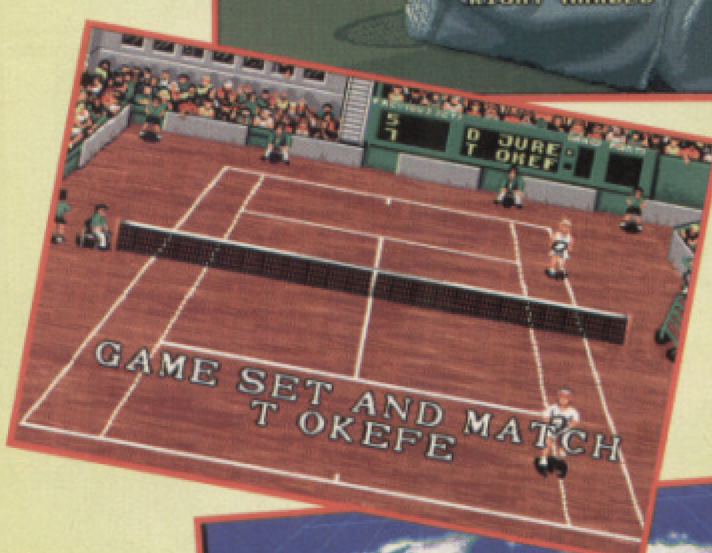
Shall I tell you what I like about Pete Sampras Tennis the most? I'm the best at it in the office, that's what! I could put this down to a number of things. 1) I'm just great. At everything. 2) I'm a spawny git. 3) The game is so easy to pick up, it's unbelievable. Personally, I'd be happy to stick with the first reason, but I have to admit that No. 3 had a lot to do with it. Sampras Tennis has the most instinctive controls of any tennis game, and the assorted lobs and slices are a doddle to pull of. In addition, whilst serving is equally simple to master, it takes a while to perfect real smashes, thus ensuring you learn new tactics as you get better. This is the most-played game in the office at the mo, and for me it rivals Super Tennis on the Super NES — and that's the highest accolade I can give.

NEW BALLS PLEASE

Codies has certainly packed in options galore with up to 30 players to choose from all of whom have different rankings, styles and techniques . There are three different styles of play. **Challenge** which is a single match on whatever court you fancy for up to four players playing either doubles or singles. The **Tournament** is a knockout for 4-8 players who play against each other in turns until a champion emerges. Finally there's the **World Tour** which starts off easy but gets progressively harder as you make your way around the world. The password system helps, though. There's also a choice of three surfaces — clay, hard court or grass — which actually make a lot of difference during play. There's also an action replay and a slow motion replay so you can savour your triumphs (or weep over your cock-ups)!



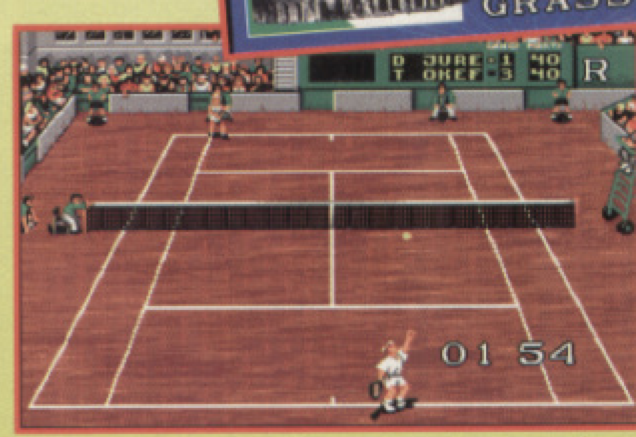
▶ *More seeds than in Alan Titchmarsh's potting shed.*



◀ *The moment of triumph.*



▶ *Trek the world in search of fame, fortune and lucrative ad sponsorship deals.*



▲ *The game's Action Replay mode. Helps sort out those, 'was in/ was out' arguments... Or does it?*

GRAPHICS 92

▲ Clearly defined sprites with very individual players and perfectly sufficient courts and crowds.

SOUND 91

▲ Fab sampled speech with the old Wimbledon haughtiness cought perfectly.

PLAYABILITY 92

▲ A doddle to get into, fun to play, and a wide range of styles to master.
▼ The perspective from the far end is a bit dodgy.

LASTABILITY 93

▲ Masses of different opponents and tournaments to get through and almost unlimited fun for 2-4 players.

VFM 95

▲ With Sampras using the four-players J-Cart and hitting the shelves for less than most ordinary games, you can't really go wrong - cracking value!

OVERALL 93

A truly addictive, and damn cheap tennis game which will keep you going for years- ace stuff.

MICKEY'S Ultimate Challenge



1 PLAYER | **4 MEG**

GAME TYPE
PUZZLE

PRICE £44.95

BY HI TECH

RELEASE IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: VERY EASY

1ST DAY SCORE
REACH LAST LEVEL

ORIGIN
Featuring all the old Disney favourites, Mickey's Ultimate Challenge takes its roots from old but fun kids' puzzle games.

GAME BREAKDOWN



GAME AIM
Guide Mickey or Minnie Mouse through the Castle, solving the puzzles and stopping the earthquakes in Beanwick.





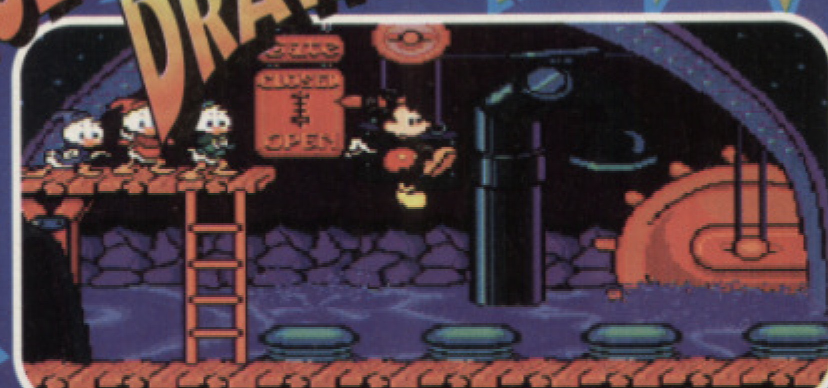
The quaint town of Beanwick was once a peaceful place until one day, the earth began to shake, the houses to quake and no-one could get a wink of sleep for the racket. This resulted in a lot of tired and teasy people going round lynching each other at the slightest provocation (such as looking at a fella's pint in a funny way), the binmen all went on strike for a laugh, the place began to pong and mass epidemics set in. Beanwick was crumbling. What to do? What to do? Then one day, quite coincidentally, Mickey and Minnie Mouse arrive on the scene to save the day! Hurrah!

As one of the marvellous meeces, tour the rooms of Castle Beanwick, meeting up with all the Disney faves such as Donald and Daisy Duck, Donald's errant nephew's — Louie, Huey and Dewey — Goofy and the learned Horace. Each sets you a puzzling task which must be completed before you've even got a hope in hell of stopping the earthquakes and saving Beanwick from certain slumdom.



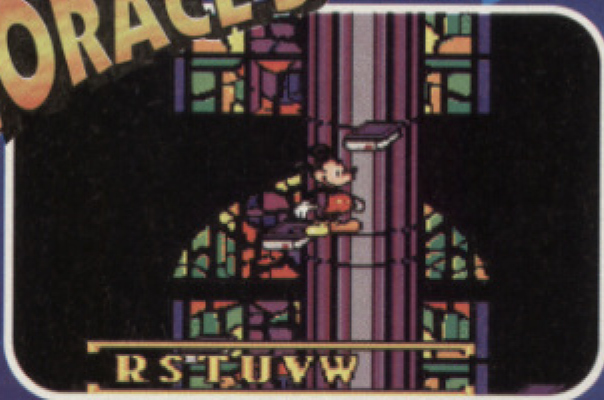


HUEY, DEWEY & LOUIE'S DRAWBRIDGE



The terrible trio are at their wits end cos their water-powered drawbridge is jammed. To unstick it, jump on the five different pumps in the order specified. The pumps shows you the right pattern and you have to copy it to get the water flowing.

HORACE'S LIRARY



Being a bit of a scatter-brain, Horace has got his library into a bit of a muddle — in fact, it's a downright shambles! Your job is to help him clear it up. In Cake (easy) and Medium levels this involves finding the books with letters and placing them in alphabetical orders by jumping on them without touching the floor. In Challenging Mode you guess the eight-letter word in the same way but a book "platform" is removed every time you hit a wrong letter.

GOOFY'S BLACKSMITH SHOP



Being a bit of a joker, Goofy decides he's going to really make Mickey earn his prize by making him guess what's in his tool box. Using a hammer, smack down on the objects in the order you think they're in — Goofy's gives you clues by telling you when you have picked the right tools and when they're are in the right order. You have seven goes to get it right.

COMMENT



LUCY

I thoroughly enjoyed playing this game — for the little time it lasted. The graphics are all very jolly and faithful representations of all the Disney favourites, it's easy to get into and control, the puzzles are fun and the whole thing is quite refreshingly original. Unfortunately, this game is likely to be too easy for most of you reading this mag, it's very, very basic stuff and unless you're a complete novice with no brain or co-ordination at all or a young child (at whom I suspect this game is aimed), you'll sail through it in a couple of hours even in Challenging Mode. I hate to use a cliché, but it really is just one for the kids.



▲ *Mickey relaxes himself with some bedtime reading.*

▼ *Un chateau, domain.*





▼ *`In Donald's mad sorcery cell.*



DONALD'S WIZARD TOWER



As soon as you enter Donald's tower, you get brought down to size by the wacky duck when he practices his shrinking spell on you. To return to your normal size, push some special potions across a number of Donald's chess board into the magic mirror.

▼ *A novel way to show the options.*



DAISY'S ART GALLERY



Not having attended the School of Domestic Discipline for Ducks, Daisy's portraits are a bit dusty so you have to clean them using a ladder and a feather duster. As paintings are uncovered, simply match it up with it's identical twin. get it wrong and the dust sets in again. You have to hurry though cos the gallery lights are on the blink and it soon gets too dark to see.





HAS BEANS



Once a task is completed, you're rewarded with a pressie from the room's keeper. Once all the tasks are done and five gifts received, return to each room and give each character an appropriate present. You're then rewarded with a magic bean which when thrown into the magic wishing well, takes you to the root of Beanwick's quaking problem. Beware though! If you give a character the wrong object they'll keep it until you finish the puzzle all over again.

COMMENT



GUS

If you're my age and reading this (you should be getting a life, incidentally) you'll remember games like 'Simon' and 'Mastermind' and 'Pairs' (also known as Conundrum). This attractively packaged kids' cart is basically a collection of these simple puzzles based around the beanstalk scenario. Initially it's good fun, if completely untaxing, due to the pretty pictures and pleasant presentation. However, 'Ultimate Challenge' it is not, the overall challenge won't stretch the average six-year old. For a child under that age it's charming enough entertainment, but there's not enough depth for those who have progressed beyond Wendy houses and sand pits.



▲ *Minnie shows just why she's Mastermind material.*

CHEERS

Thanks a million to Mark Hendry from Dream Machines for the loan of this cart. You can give him a bell if you so desire on 0429 869 459.

GRAPHICS 80

▲Bright and colourful in true Disney style and faithful representations of all the main characters.

SOUND 79

▲Some great squeaking noises.
▼But the tunes are really quite irritating.

PLAYABILITY 82

▲Easy enough to get into and control and the puzzles are great fun.
▼The game lacks any real depth or substance.

LASTABILITY 54

▲Will provide masses of entertainment for really young Disney fans.
▼But with only five easy levels it's not long enough or challenging enough to provide more than a couple of hours

VFM 60

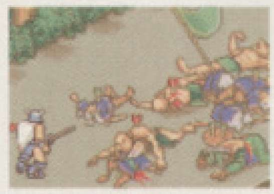
▲It might be worth splashing out for if there's a youngster in the family…
▼…but the limited lastability means it just ain't worth the dosh for others.

OVERALL 72

A brilliant one for young children but much too easy for anyone with any half-decent games playing ability.

WHAT DO YOU WANT?

THIS MUCH?



Just one small view of the world..

OR THIS MUCH?



...or a magazine that reviews and rates everything?

GAMING AS YOU'VE NEVER SEEN IT BEFORE

OVER 25,000,000 READERS SINCE 1982 - AND IT'S STILL THE MAG REAL GAMERS READ

Now there is a very different magazine for the dedicated games player.

A magazine that commits to reviewing every new game and rating it.

A magazine that examines all the new hardware and tells you whether to buy or wait.

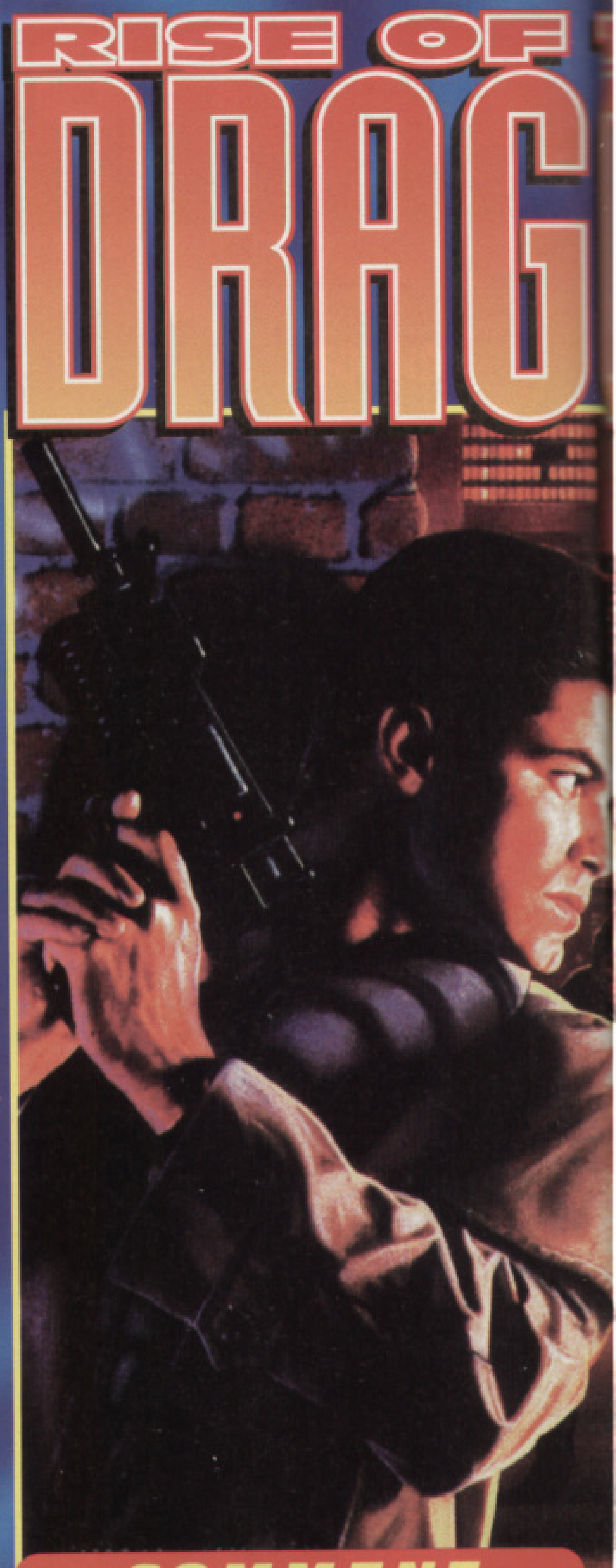
A magazine that is 100% independent and cares only about you getting the best out of today's games.

The only magazine that has understood what gamers want for the last 12 years.

It's Computer and Video Games.....
........but like you've never seen it before!

COMPUTER AND VIDEO GAMES

RISE OF THE DRAGON



I didn't so much sort of get up as come to. It's not a pleasant experience waking up fully clothed on an unmade bed, especially when you make a habit of it. But considering the time I had at the Pleasuredome the night before, I was lucky to get back to the apartment in one piece.

Sorry, did I say "apartment"? I meant shoe-box. Anyway, I got up, ran some water and douched quickly. There were three messages on the vid phone. One from Karyn moaning at me for standing her up, another from some phoney selling used wheels. But it was the last one that gave me a jolt like a strong black coffee. Work, no less. Some kid with a rich daddy bought it while messing about with things she shouldn't. He thinks I'm the private dick who can work it all out. I'm touched.

RISE OF THE DRAGON

1 PLAYER

GAME TYPE
DETECTIVE

PRICE	TBA
BY	DYNAMIX
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: RAM SAVE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
N/A

ORIGIN

Rise of the Dragon was an Amiga disk game (1992). This CD version features enhanced sound and graphics.

GAME BREAKDOWN



GAME AIM

Solve the mystery of Chandra's death, whilst avoiding a trip to the morgue yourself.

LOWLIFE

The city you live in is a rather unpleasant place. Prepare to walk through slums, industrial yards and low-life haunts. You travel between these landmarks by the subway system, which is relatively safe.





▲ *This man doesn't like to share a table at Burger King.*

▼ *Got to keep your other half happy.*



COMMENT

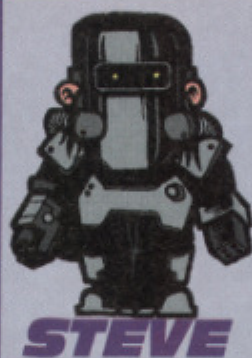


GUS

Rise of the Dragon is a very slick piece of work. Imagine an interactive Blade Runner, with a fine script and a well-crafted interface and you've got the fundamentals. The story is genuinely intriguing, and the game only reveals its secrets reluctantly. Of course, there's no action for trigger-freaks, but this is one for us grown-ups. Run along and play, children.



COMMENT



I first encountered Rise on an Amiga a couple of years back, but the lengthy loading times put me off. This Mega-CD version, though, has kept accessing to a minimum, and allows the excellent Cyberpunk scenario to filter out as the locations and characters are introduced — using suitably bleak graphics and unobtrusive speech. This isn't one for the younger games-player as some of the language and events are a little dubious, but for the rest of us Rise is a welcome diversion.

BORDERLINE

Rise of the Dragon as yet only available on import, so it isn't up for classification. But the game has an unmistakable 'adult' feel to it, nurtured by some dodgy language and issues. 'Guardians of moral standards' will probably argue this is unsuitable for the kiddywinks, and they may be right....



▲ *A 21st century night club, for a 21st century boy.*



TRIVIAL PURSUITS

Your life consists of three things: Work, the Pleasuredome and Karyn. You can't get enough of the first two, and get too much of the third! Karyn works at the town hall, with access to all sorts of files, so it's worth keeping her sweet. Unfortunately, that means turning up for the occasional date and not hitting on any other chicks. But you love her, honest.



▲ *You stumble across a sleazy whist drive, in the OAPs' vice den.*

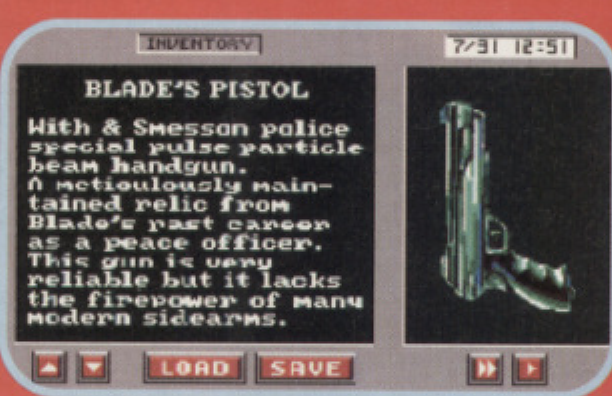




▲ *Whack!*

FINGERED

As an interactive adventure, the game uses a point and click interface. It's easy to collect items and store them, talk to people and visit places. The main bulk of the game is puzzle solving and listening for clues, but there is some danger as well.



GRAPHICS 90

▲ Excellently conceived, moody, sinister street scenes, using anmations to solidify the atmosphere.

SOUND 92

▲ Just about everyone you run into has something to say, and there's always background noise.

PLAYABILITY 90

▲ The interface gives a quality feel, and the interactive fiction is top quality stuff. A gripping mystery.

LASTABILITY 86

▲ Happily, everything isn't laid out on a plate.

▼ Once you've solved it, the game is useless.

VFM 88

▲ At the import price, this is a reasonable charge for originality.

OVERALL 89

Rise is a really splendid use of the Mega-CD. It deserves recognition amongst cerebral Sega owners.



1-2 PLAYERS | **16 MEG**

GAME TYPE
SPORT

PRICE £39.95

BY TENGEN

RELEASE JUNE

OPTIONS

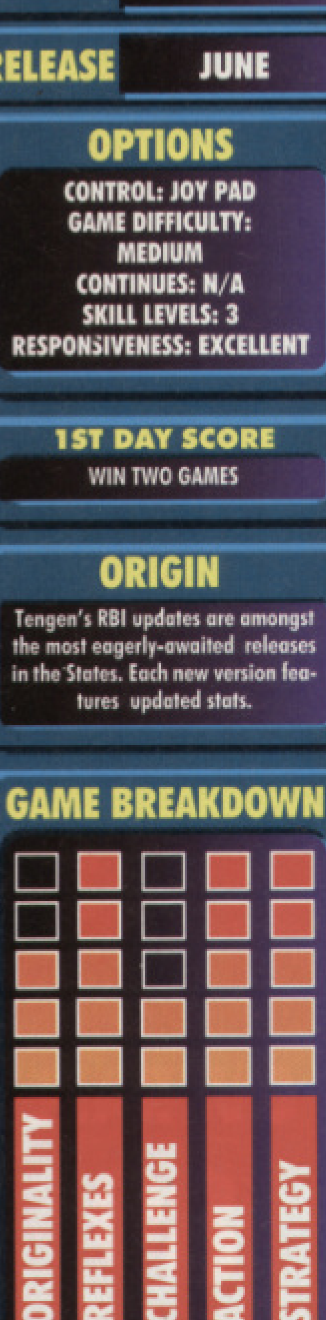
CONTROL: JOY PAD
GAME DIFFICULTY: MEDIUM
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: EXCELLENT

1ST DAY SCORE
WIN TWO GAMES

ORIGIN

Tengen's RBI updates are amongst the most eagerly-awaited releases in the States. Each new version features updated stats.

GAME BREAKDOWN

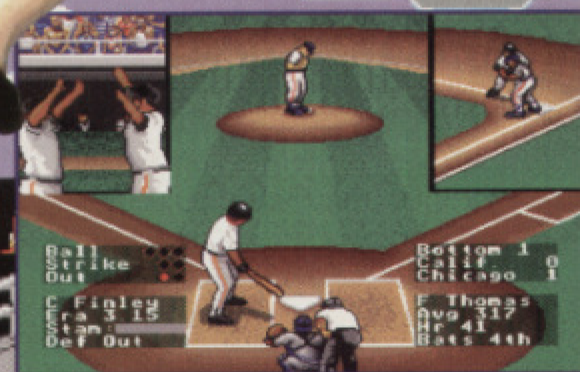


GAME AIM

Using a cylindrical stick, the basic aim is to keep hitting a ball far enough so your team mates can run around a square play area.





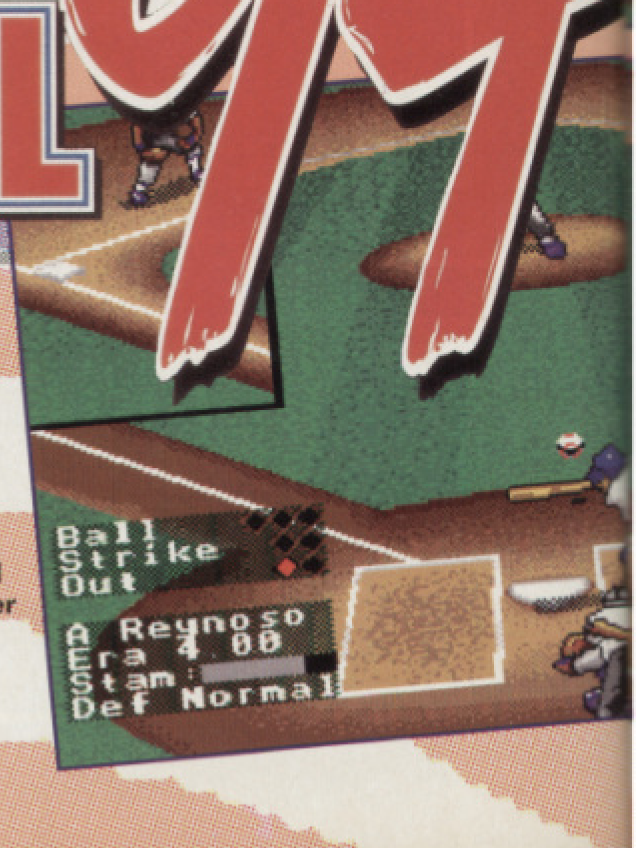




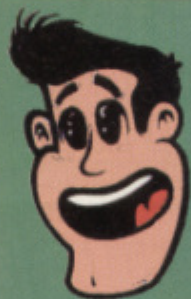
R.B.I. BASEBALL '94

The Americans know it as Baseball and have hyped it up into a million Dollar sport — but in reality, it's Rounders. Only the Americans could possibly create a huge success out of something British school kids only play if both Football pitches and Netball courts are being used. Yes, tucked away in the corner of every school playing field lies a small square playing area which, at least once a year, sees a gaggle of boys and girls gathering to laugh at A) the way girls throw a ball overarm and B) the spanner kids who can never hit the ball.

In Tengen's latest addition to the RBI series, they've included all this year's league and player stats and beefed up the options. But, apart from a raised area for the pitcher to stand on, this is still Rounders if you ask us...



COMMENT



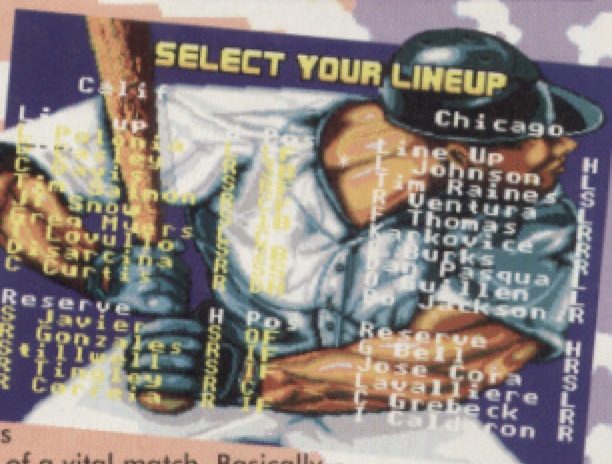
STEVE

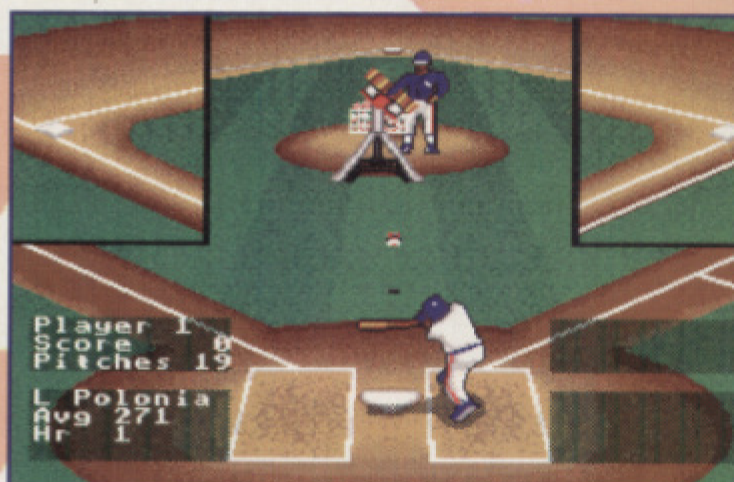
I've always avoided Baseball games like the plague because they always bog the action down with options which swamp the gameplay. RBI '94 has all the options you could ever ask for, but puts the playability first. Because of this, the player can then jump straight in and hit the ball without worrying too much about muffed shots. I found myself really getting into the swing of things because I didn't have to worry about how good my batsman was. All the team stats are there, but never infringe on the all-important action, making this the best baseball game yet. Tengen will have to go some way to top this.

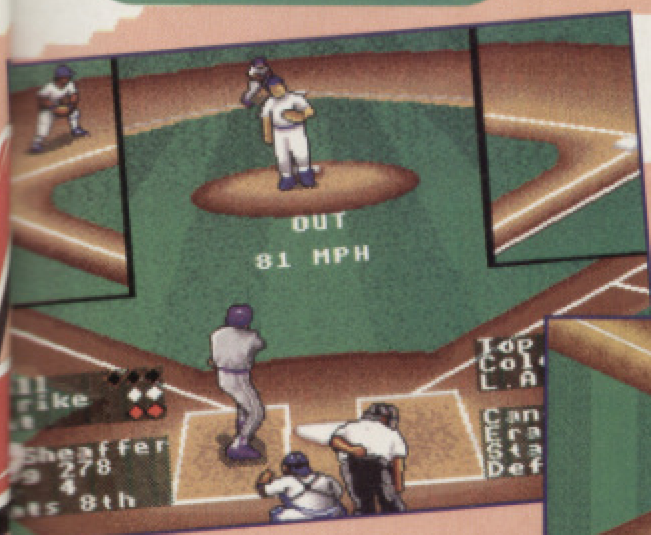
IF I COULD JUST...

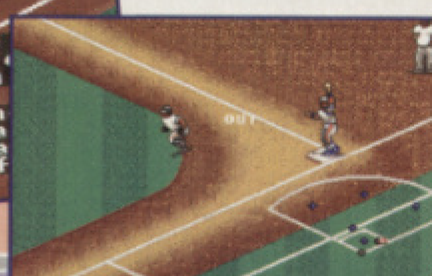
RBI Baseball '94 features all the rules and quirks of the real thing. However, Tengen have taken the chance to improve the animation and add more realism to the game. Fights break out amongst opposing players, its easier to steal bases, and a pitching machine allows players to practise. The best add-on, though, is a 'Glory' mode. This drops the player in at the end of a vital match. Basically, one run is needed to steal a victory, or an opponent must be caught out! Failure results in the player being mocked like kids in crap American buddy films. Like Hook.







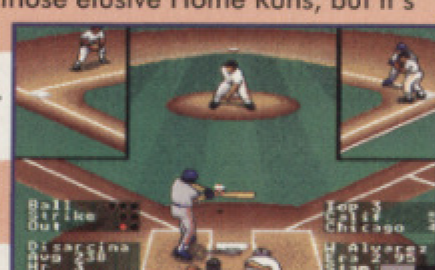




STRUCK OUT

In the past, Baseball games have been let down by their control systems. Whereas most people just want to swing at the ball and run like hell, games like Hardball III bog the player down in options making them tedious in the extreme. Tengen, on the other hand, have tried to make RBI '94 as user-friendly as possible. Skill is still needed to hit those elusive Home Runs, but it's odds-on that you'll hit the ball first time. Similarly, pitching is equally simple but controllable.





COMMENT



LUCY

I've never pretended to understand Baseball, and all previous Megadrive games of this ilk I've found twice as confusing. RBI '94, cuts the crap and makes the sport accessible to all. It's really easy to control and get into and, once you've got the knack, means you can hit the ball almost every time. It's not too easy though — skill is still very much of the essence. On every other front — looks, sounds, options — it's perfectly fine with everything you could ever need for a really good, long-lasting game of Baseball.

GRAPHICS — 86

▲A good mix of large batsman and smaller fielders. Nothing new, but well animated. Good use of inset boxes

SOUND — 72

▼Not a lot really. Some white noise for the crowd, and the usual ditties and short introductory tunes.

PLAYABILITY — 93

▲ The most instantly playable Baseball game to date. Both batting and pitching are very instinctive.

LASTABILITY — 84

▲ Baseball fans will find more than enough tournaments to keep them busy.
▼Not so die-hard fans may find it a little repetitive, a fault of the genre itself.

VFM — 87

▲ A fair enough price for a game crammed with features.
▼Was the full 16MEG really necessary?

OVERALL — 88

The most playable Baseball game we've seen. RBI '94 should appeal to baseball freaks and casual players alike.

THIRD W



1 PLAYERS | **MEG**

GAME TYPE
STRATEGY

PRICE TBA

BY EXTREME

RELEASE IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: RAM SAVE
SKILL LEVELS: 1
RESPONSIVENESS: SLOW
GAME DIFFICULTY: HARD

1ST DAY SCORE
CONQUER A REGION

ORIGIN
Third World War is an original strategy game that takes inspiration from RISK-type games.

GAME BREAKDOWN



GAME AIM
Dominate the world with your nation, in either economic or military terms.

This review is part of the MEAN MACHINES 'International Relations' course. The lecture is given by a man with fuzzy hair, a Seventies' penny-round collar shirt and is shown in black and white.

The situation in Third World War simulates the present global scenario. There are a core of industrialised nations, often grouped together as 'the West' which possess a lot of the world's economic muscle. Another group of nations are seeking to extend their influence by developing horrific new weapons and embarking on aggressive campaigns. International politics is at its most unstable now, because of the break-up of the 'Superpower structures'. The Soviet Union has collapsed, and the USA is finding its military commitments a financial burden. Will you, as the leader of another nation, take advantage of the power vacuum, even if it leads to a third World War?







COMMENT

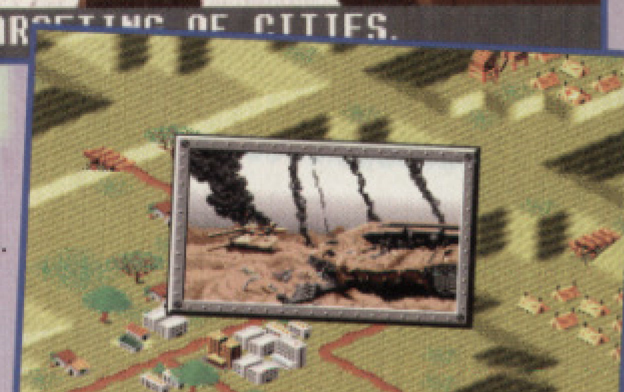


GUS

I was extremely interested and enthused about TWW when I first booted it. Ok, it looks like a dog's dinner, but it more than makes up for it with depth of strategic play. KOEI's Aerobiz is probably the closest game to compare it with — an unashamedly complex game of variables and long-term scenarios that seems nightmarish to about 90% of Sega owners and appeals to the rest. Third World War isn't up to Aerobiz's standard, though: it's only for one-player, the game spans too long a period, and there are other factors you long to control, but can't. That's not to say I didn't enjoy this rare breed of game, which is well suited to the CD format.



GLOBAL VILLAGE



The world has been carved into forty areas. Sixteen of these are the major player nations, which you may opt to control. The other regions are passive nations, the perfect prey to your conquering tendencies.

One way to improve cooperation or defend against attack is to sign treaties with your allies

WORLD AR



COMMENT



STEVE

Ever seen Robocop, where the happy family sit around playing a board game called 'Nuke 'em'? If so,you'll already be familiar with Third World War's premise. Yessiree, travel the world, crushing or bartering with anyone who gets in your way, and if it all gets too much wreck all your progress by forcing your rivals into the nuclear alternative. For a strategy game, Third World War is one of the best presented I've seen, but it could do with a shot in the arm in the lasting appeal department — after all, positioning tanks and making the same decisions doesn't exactly sound like a varied diet, does it? Not bad and something different for Mega-CD owners, but rather too samey for me



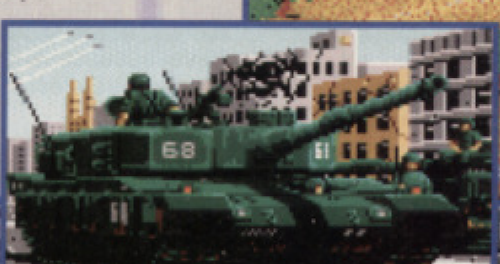


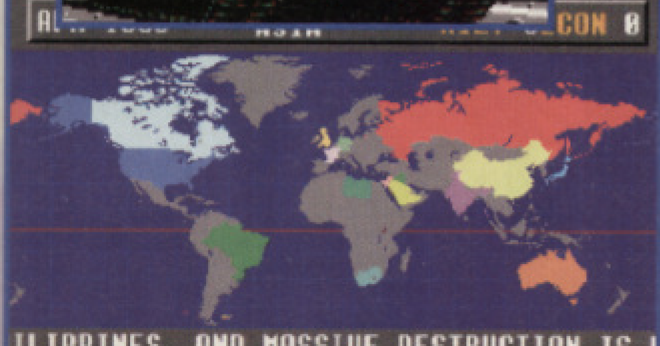
MASH

When you invade another country, after selecting forces, the screen splits to an isometric-viewed battlefield, where you have some control over your ground-based forces. Destroying all opposition confirms your victory.



▲ Here we see the rare green Lilliputian Geese migrating.





POLITICAL ECONOMY

Controlling a nation's economy is as important as occupying it. You 'buy' nations by means of foreign investment, using a budget taxed from your own GDP. However, you have to manage your own economy to maintain that budget. Money is also needed to finance wars, air-strikes and weapons development.

GRAPHICS

▼Undeniably poor, from the strategic screens to the action part.

51

SOUND

▲ Lots of ominous music, and some well-thought out speech interjections.

90

PLAYABILITY

▲Lots of experimentation to be made with the variables you have control offer.

▼A slow interface and long periods of dull play are also part of it.

81

LASTABILITY

▲ The task of dominating the world is massive. There are 16 nations of vastly different power to play.

87

VFM

▲You can get much more on a CD than you can on a cart.

88

OVERALL

85

Novel, quirky and often frustrating, Third World War misfires in some places, but overall is very worthy.

LAUGHING

LAUGHING SALESMAN

1 PLAYER

GAME TYPE
DETECTIVE

PRICE	TBA
BY	COMPILE
RELEASE	IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: SAVE
SKILL LEVELS: 3
RESPONSIVENESS: POOR
GAME DIFFICULTY: N\A

1ST DAY SCORE
N/A

ORIGIN
Where did this come from? A tortured imagination it seems, although it's a bit like the choices game Switch.

GAME BREAKDOWN



GAME AIM
See as much as you can. Do unspeakable things under the guidance of the Laughing Salesman.

Salesmen don't laugh much in this country. Only as they are leaving your house having sold you five grand's worth of unwanted double glazing, or getting you to sign a deal for a twenty year timeshare deal on the Costa del Filth — the only Spanish resort with annual illuminations.

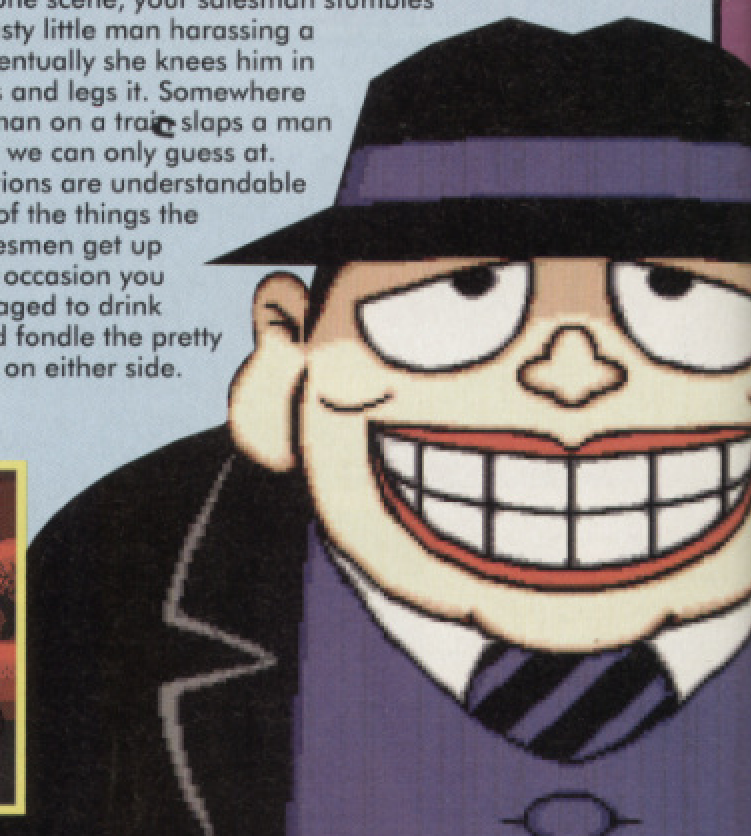
In Japan the situation is much the same. Salesmen in huge cities are worked like dogs. They retreat into bars after work and roll home at bedtime. They go to clubs and sing hideous karaoke covers whilst being served naff cocktails by 'hostesses' dressed as rabbits. They make a sorry sight in their ill-fitting, bri-nylon suits and NHS specs, spotty features and beer bellies. This game is dedicated to them, and to the strange wicked spirit that lurks in them all; the leering, lewd, laughing salesman.

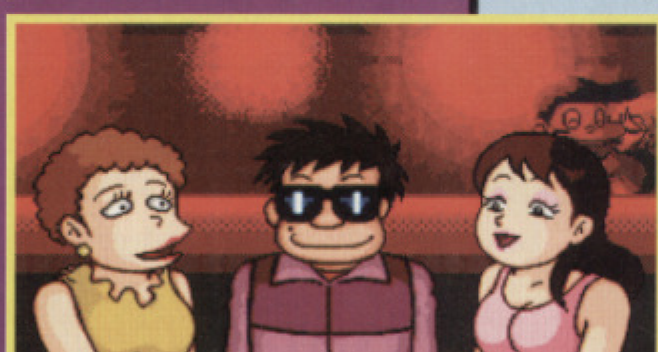




BATTLE OF THE SEXES

The Japanese narrative makes the point of the game obscure. But one theme that occurs throughout is women, mostly of the irate variety. In one scene, your salesman stumbles across a nasty little man harassing a woman. Eventually she knees him in the conkers and legs it. Somewhere else, a woman on a train slaps a man for reasons we can only guess at. These reactions are understandable with some of the things the various salesmen get up to. On one occasion you are encouraged to drink heartily and fondle the pretty young girls on either side.





COMMENT



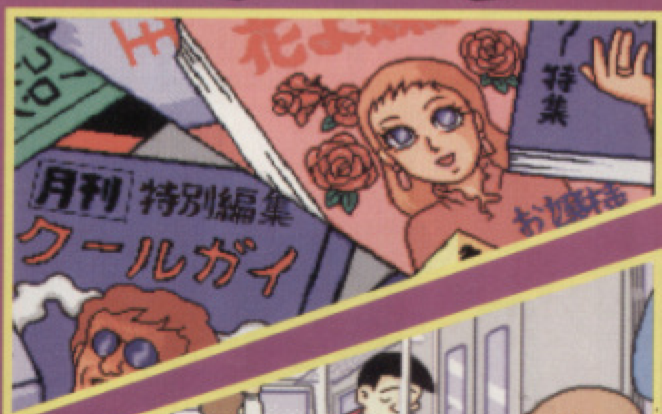
STEVE

I'm sure Laughing Salesman is absolutely hilarious. Sadly, I don't speak fluent Japanese and their humour leaves me colder than a Penguin's pants. As a result, it came down to this CD epic's gameplay to save the day. Oops, there doesn't seem to be any. The closest thing I can compare it to is Switch which we saw last year, but at least that had visual gags we could appreciate. This, however, is nothing more than a series of odd animations linked by a seemingly endless bout of speech. An interesting oddity, but only for fans of Japanese comics and trivia. Preferably ones who speak the lingo.



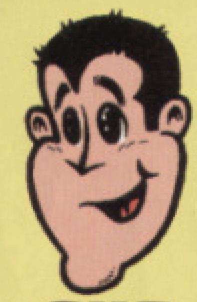
"Too much Tabasco, huh?"

SALESMAN





COMMENT

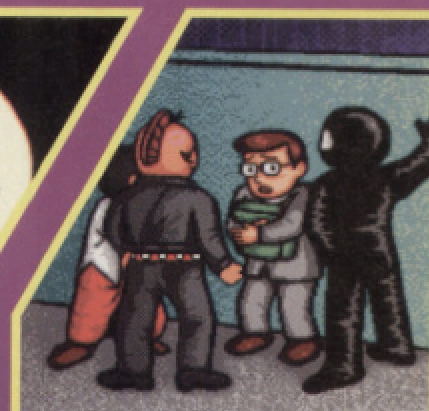


GUS

I can't see Laughing Salesman appealing to anyone other than a collector of Jap cultural flotsam. In that sense it's quite an interesting insight into their bizarre attitudes to women and work. The game plays like a drawn-out cartoon or talking novel. In fact, there's so much chat, the game quickly becomes a bore. At least in Switch the humour was mostly visual. Here, the only thing to laugh at is the odd grotesque groping, and the strange (and pretty scary) Laughing Salesman himself.







"Would you like to join the RAC? I really think you should, sir".

OFF YOUR TROLLEY

Laughing Salesman is in some ways similar to Switch, reviewed last year: the game is entirely in Japanese, so following it is largely a matter of detective work. It also consists of minimal interaction, consisting of the occasional choice. In Salesman you sometimes have control of a cursor through which the character touches, observes and converses with the surroundings.



"Was it you who farted? I hate people who let off and don't let on"

GRAPHICS — 84

▲The cartoon style is cleverly rendered and a wide variety of perspectives are used.

SOUND — 63

▼Lots of interesting speech — in a language other than your own.

PLAYABILITY — 25

▼It's not really a game as such, more a brain-teaser.

LASTABILITY — 32

▲It'll take ages to explore its obscurity.
▼It's the kind of toy you lose interest in quickly.

VFM — 20

▼Rather an expensive diversion to buy.

OVERALL — 29

A real contender for most bizarre Mega-CD product, despite some stiff competition. If you like that sort of thing.



1-2 PLAYERS

GAME TYPE
BEAT 'EM UP

PRICE £39.95

BY ACCLAIM

RELEASE JULY

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: VERY GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
ENDURANCE MATCH 2

ORIGIN
Conversion of the hugely famous and 'controversial' arcade game.

GAME BREAKDOWN
ORIGINALITY
REFLEXES
CHALLENGE
ACTION
STRATEGY

GAME AIM
To kill as many people as possible in a variety of tasteless and bloody ways.

MORTAL KOMBAT

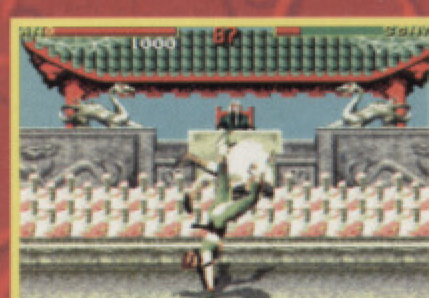
They called it sick. They called it immoral. It was the game they tried to ban. It was British Bulldog, the root of many a skinned knee and scuffed Clarks' Commando in playgrounds across the country. But now comes a threat even more sinister. A computer game featuring synthesised violence which poses no physical threat whatsoever. to the participants. Oh my! Needless to say, Mortal Kombat is the most significant danger to the youth of today since the nuclear bomb, and no mistake.

Which is, of course, why so many of you will be interested to hear that Acclaim's Mega-CD conversion of the infamous coin-op is finally finished and ready to roll. Anyone who has the slightest knowledge of the modern video games industry should be well aware of the game format by now. Mortal Kombat is the second most popular one-on-one special move-laden beat 'em up ever, and has already been successfully ported over to just about every other format in existence.

But, and this is a three-letter but, is it different enough? Should all Mega CD owners rush out to buy it? What about if you've already got the cartridge version? Or what? Well, homies, that's for us to know, and you to find out.

FASTER SUB-ZERO! KILL! KILL!

Mortal Kombat CD features a beefed-up new cheat mode to reflect the increased power of the CD. By far the best addition is the Turbo Mode, which speeds the game up quite considerably and should greatly increase the challenge for anyone who reckons they're particularly ace. The lack of memory restrictions also means the programmers have been able to cram in more animations and the original video clips of each character going through their paces on the demo screens. There are more layers of parallax in the backgrounds, too, to make the proceedings more aesthetically pleasant.



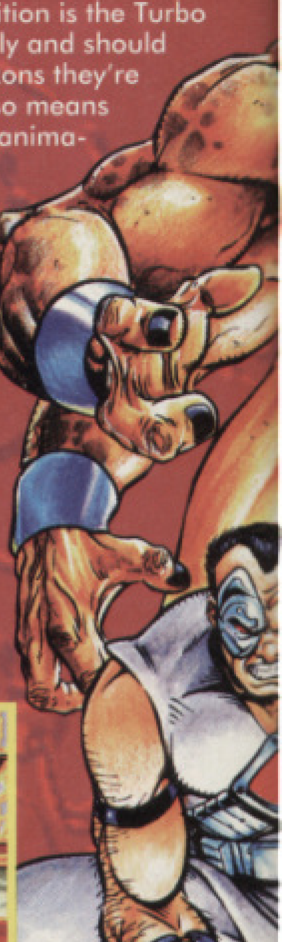
◄ *Sonya practises her handstands.*

▼ *Will you marry me?*









HAND-PLANT ADVERT WITH A McTWIST



The Mega CD version of Mortal is spiced up by a bunch of memory-gobbling features. The game kicks off with a two minute Full-Motion Video sequence culled from the well-known TV ad (the one where all the people run around shouting "Mortal Kombat! Mortal Kombat!"). There's a rather nice techno-y soundtrack playing along with this too, so you could probably start a disco if you bought a copy. And if you had a big video wall.



▲ *Someone's for the chop.*

PARENTAL ADVISORY: HEAPS OF BLOOD

In America, Mortal Kombat has been rated an MA-17, which means it cannot be sold to anyone under the age of 17. No prizes for guessing why that is. However, since the game has received the highest possible rating anyway, the American arm of the company are currently debating whether to bother hiding the gore with a code or just leave it in. It's highly unlikely this is going to happen in the UK, though, as the tabloids absolutely would love something like that.



COMMENT



Mortal Kombat's popularity is undeniable. Just about everyone with a console owns a copy and the arcade games still rake in heaps of cash. Which is where the problem with Mortal CD lies. Yes, like the other versions it's very well produced and a highly professional job. Yes, it's got all the gore and has better graphics and the rest of it. But I expect most Mega-CD owners already have it on cartridge, which renders the CD version somewhat redundant. If you haven't already got Mortal Kombat and you quite fancy getting hold of it, now's your chance — this is the best version you're likely to see.



▲ *Spineless individual.*

COMMENT



In terms of coin-op quality, Mortal CD is the closest conversion yet. The extra animation is noticeable, and the intro is suitably impressive — perfect CD fodder, really. However, once again another Sega conversion of the coin-op falls at the playability hurdle. Yes, Mortal CD plays every bit as well as the coin-op, but for me Mortal Kombat was just a novelty Street Fighter with blood — and not half as instinctive to play. For anyone who felt the arcade game was the bee's knees, this will be the best conversion you're likely to see.

GRAPHICS

92

▲ Smooth and lovely animation with detailed backgrounds.
▼ Sprites could be a little more detailed.

SOUND

87

▲ Loads of speech and icky noises.
▼ Some of the original FX have been omitted.

PLAYABILITY

92

▲ Fast, full of combos and great fun, in a hideously violent manner.
▼ Loading can occasionally be a minor pain.

LASTABILITY

93

▲ Should last absolutely yonks with two players constantly trying to destroy each other.
▼ A bit easy in one-player mode, to be honest.

VFM

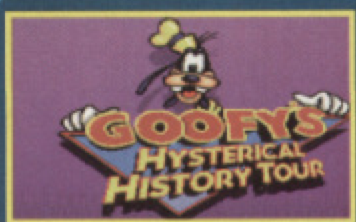
58

▲ Should last a good while.
▼ Not sufficiently different from the cartridge version to be a bargain.

OVERALL

80

Good, yes, but about six months too late. For Kombat-less fans only.



1 PLAYER

8 MEG

GAME TYPE
PLATFORM

PRICE £44.99

BY ABSOLUTE

RELEASE IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: OKAY
GAME DIFFICULTY:
MEDIUM\ EASY

1ST DAY SCORE
28,000

ORIGIN
Goofy is the dippy Disney dog. The game resembles Mcdonalds' Treasureland.

GAME BREAKDOWN



GAME AIM
Restore the museum exhibits to their rightful places, at the end of each platform level.

GOOFY'S HYSTERICAL HISTORY TOUR

Poor old Goofy seems to have fallen on hard times. Once a big Disney star, never out of a stretch-limo, he was a victim of Michael Eisner's ruthless purge of Disney in the Eighties. He was dead wood. He was dead meat.

So now he's a janitor in the Ludwig Von Drake museum. And he might be about to lose even that position. The curator is dubious if his 'Extend-o-hand' device is fit for the job. As Goofy's janitorial arch-rival, Pete, has muddled the exhibits, now is the time to find out. It's either an extra fiver in the wage packet, or signing on down the bru.



GROPER

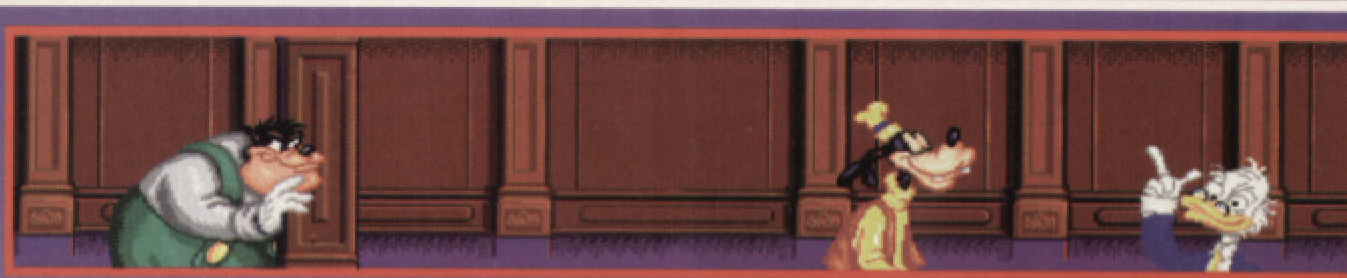
Goofy's 'wonder device' is an extending hand (a 'wacky' toy kids used to play with in the Sixties when, in fact, they watched Goofy cartoons). The hand may be used to swing from platforms, pull Goofy up, or push enemies away, and may be fitted with a boxing glove for added effect.

FRIEND OR FOE

To add some spice, there are some odd 'Goof-traptions' dotted around the levels. By touching these, Goofy makes his journey marginally easier. One 'traption is a birdhouse, which releases a couple of sweet blue-birds which whisk enemies away. Another lights a rocket fuse which flies madly around Goofy, offering protection. At the end of a level the tin cone is found. Goofy can choose to drop some of his spangly balls in here for bonus points.

EXHIBITIONIST

The museum is split into four distinct historical eras; Prehistoric, Colonial American, Mediaeval and Wild West (rather Americo-centric, in the view of the Mean Machines anthropologists). They are all share common features and play much the same, but the styling changes and each has character features, like the dino roller coaster in Prehistoric.





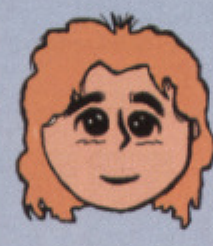
▲ Another creature in need of a brace.







COMMENT



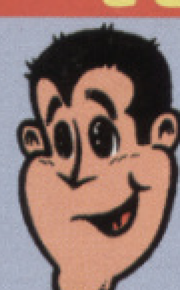
LUCY

This is the sort of game which just leaves me completely cold — it's so average! There's nothing particularly wrong with it but neither does it inspire any excitement whatsoever. The main sprite looks nice, the rest of the graphics are okay (although I'd expect more from a Disney affiliated product) and the gameplay is standard platform fare which just didn't make me want to play beyond the first level. It's certainly not big enough — although it doesn't completely fall down on the lastability front because it's more challenging than it at first appears but all in all I'd give it a miss.



▲ Remember, some fungi are poisonous, so always carry your woodland pocketbook to identify them.

COMMENT



GUS

This has been given a drubbing in some quarters, which it really doesn't deserve, being moderately playable. As platform games go, this is neither wildly exciting or totally predictable. Graphically it holds up well, with a nice Goofy sprite, and the sound samples are very good. In gameplay terms, the main feature is the extend-o-hand, which keen readers will realise is an exact copy of the device used in Macdonalds' Treasureland. That is a much superior game all round, so if the idea and look of a Hysterical History Tour appeals, check Treasure's effort out first.

GRAPHICS — 84

▲ Some nice sprites, and the mark of Disney on many of the game features.
▼ The backgrounds tend to the 'minimalist'.

SOUND — 79

▲ Great 'Gawsh' samples, and other appealing noises.
▼ 'Music's crap, though.

PLAYABILITY — 69

▲ Not as simple or facile as it first appears. The control works well.
▼ Linear gameplay, with no real variety.

LASTABILITY — 60

▼ The four stages are split into four levels, but it won't take that long to complete.

VFM — 64

▼ With Treasureland representing a better value alternative, Goofy's is a luxury purchase.

OVERALL — 68

Slap bang in the midst of average platform games for Megadrive, despite slick production.

1-2 PLAYERS	2 MEG
PRICE	TBA
BY	VIRGIN
RELEASE	JUNE
GAME TYPE	BEAT 'EM UP



▲ Lots of fruit-flavoured Skittles action.

COMMENT

GUS

Battlemaniacs comes hot on the heels of the 8-BIT version of Battletoads, which is two years old but still a hell of a lot of fun. It's a pity that Battlemaniacs is a clear regression from Battletoads in every way. Graphics, sound and game design are all markedly inferior. Added to poor collision detection, it makes a pretty limp sequel.

BATTLEMANIACS



Toads for Justice! Toads for Liberty! Toads for Honour! Battletoads! The amphibian commandos with the slimy exteriors and the hearts of gold are back, in this sequel to their astro-adventures and fist-related frivolity which only recently made it to the Master System.

Details of this mission remain sketchy, But we have surmised that her Royal Rottenness is once again behind the incursion, and the crack toad team has leapt into action.

EVERYTHING CHANGES

A feature of the original game which has been retained is the variation in gamestyle between the levels. With the bulk of the game playing as a scrolling beat' em up, the stream of levels is broken up with levels like the descending shaft of stage two, and forced-scrolling stages, like the skittle level.



COMMENT

LUCY

Oh dear (that pretty much sums up this game but I shall at least attempt to qualify it). The graphics are blocky and crap, the game reeks of poor sprite detection and overall sloppy programming, it's very little fun (although I do like the bit where his hand turns into a sledgehammer) and putting out a sequel so vastly inferior to the original is unforgivable. Avoid at all costs.

BARE KNUCKLE

Intense gym training has left our heroes with unusually large forearms, of Popeye proportions, in fact. These are employed in the course of battle, with a range of combat moves for each character. Mid-air moves become kicks, and when the toads get into a flurry of blows, they often whip out a concealed hammer to bring down on the heads of their unfortunate adversaries.





GRAPHICS 62
Apart from the toad sprites, the graphics are poor.

SOUND 48
The tunes are ripped-off from Master System Lemmings.

PLAYABILITY 64
Battlemaniacs is challenging, but not particularly playable.

LASTABILITY 52
Lots of levels, but not enough inspiration to spread among them.

VFM 51
Compared with the original Battletoads, this comes off poorly.

OVERALL 54
Not an improved sequel, and one most Master System owners can live without.

"Now, eldest, what shall we do to amuse ourselves tonight? After you've finished your chores, of course."

"Well, Pater, I thought we could look at your European stamp album again, or maybe we could have that chat about the 'birds and the bees' you've been meaning to tell me about."

"Hmm, I think we'll leave nature subjects until the weather improves. How about a good old game of Battleship instead?"

"Ahh yes! Simulated naval warfare, where we each try to destroy our fleet, secretly laid on a grid created with pen and paper, without thinking about the consequences for all those sailors' lives."

"That's the one, scamp. Who has need of the wireless with this sort of entertainment."

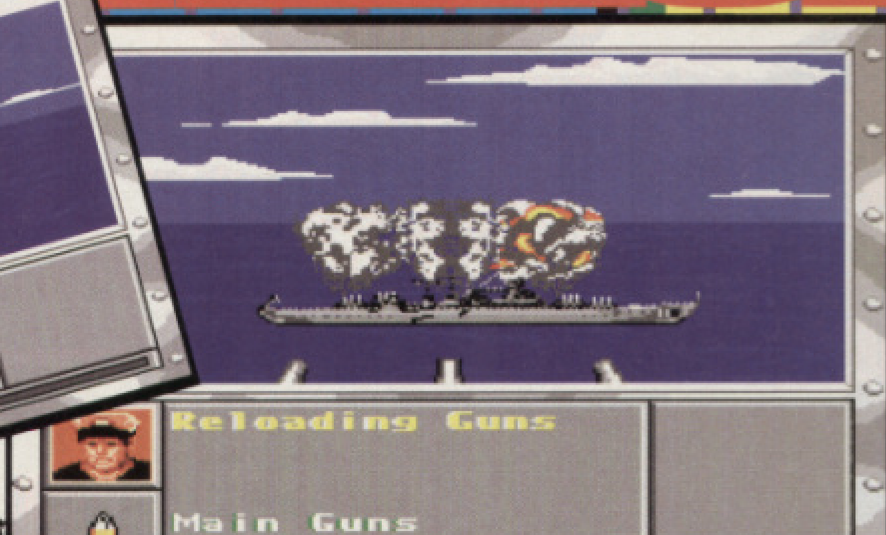
1 PLAYERS	2 MEG
PRICE	TBA
BY	MINDSCAPE
RELEASE	IMPORT
GAME TYPE	PUZZLE

YOU'RE SUNK!

Playing the 'classic' game is clingingly simple. The screen has two grids: one for you. one for the CPU. You both place five ships on the grid, and take turns to bomb the squares, looking for each other's units. The winner is the first to find all the opponent's ships. And that's it. Giving it some thought, you realise why a two-player version was impossible.

SUPER BATTLESHIP



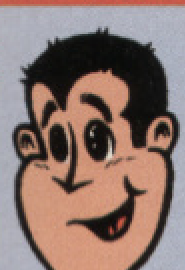


THANKS IS DUE:

To Dream Machines on 0429 869 459 for a lone. Speak to Mark Hendry.

GRAPHICS	**10**
Cruddy, with about three colours used on the main game.	
SOUND	**13**
Dire.	
PLAYABILITY	**4**
None. The super game is a travesty. The one-player mode is utterly point-	
LASTABILITY	**3**
Whoops! Slipped into the bin.	
VFM	**1**
Splutter! Buy a pen and a pad instead. Saving: around £40.	
OVERALL	**3**
The worst Megadrive game ever? We'd like to think so.	

COMMENT



GUS

In all honesty, I have never seen anything as appalling as this in all my time as a reviewer. Even the utter dregs of gaming, T2, Dracula, clearly outdo Battleship in programming terms. Every aspect of this game is unworthy of a 16-bit console. In any event, Battleship is a completely pointless exercise, especially when it's meant to be a two-player game. It's about as useful as console 'Noughts and Crosses'.

HATE BOAT

The 'Super' game is far from that. Played on a 'graphically challenged' backdrop of miniscule islands, the player chases lurid green 'battleships' with the aim of sinking them in a brief action sequence. It has all the action of a crossing to Rotterdam by North Sea Ferries, but without the free buffet.



COMMENT



STEVE

No, take it away. This is so awful it's beyong belief. First of all, the 'revamped' vesion is worse than the original — and that was bad enough. Secondly, the implementation is so clunky, even if the basic idea appeals to you — and, if so, please seek help now — playing it is a chore. I detest this game. It stinks more than Nelson's body after a week or two in the pickling jar.



1 PLAYER

8 BIT

GAME TYPE: RPG

PRICE: TBA

BY: DATA EAST

RELEASE: IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY SAVE
SKILL LEVELS: 1
RESPONSIVENESS: OKAY
GAME DIFFICULTY: HARD

1ST DAY SCORE

FIND TABITHA

ORIGIN

Shadowrun is based on the Seattle-based graphic novels in the next century.

GAME BREAKDOWN



GAME AIM

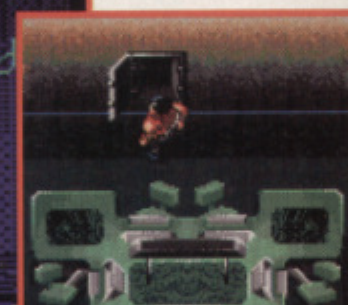
Discover the cause of your brother's death by becoming a Shadowrunner and infiltrating the Matrix.

Welcome to Seattle. You'll be staying in one of the most exciting post-industrial locations in the United States. Seattle is uniquely placed on the Pacific seaboard, making it the frontier-point for the radical computer net technology that emerged from the Asian Pacific Rim earlier this century.

Seattle has all the character of a decaying inner city, all the thrill of potential mugging, robbery, rape and murder. While you visit its fascinating slums, remember to keep a loaded weapon with you at all times. Should you feel in need of further protection, numerous Shadowrunners may be located and hired. From the chic salons of downtown Seattle, to the wilderness of Salish Shadhe, we hope you enjoy your stay.

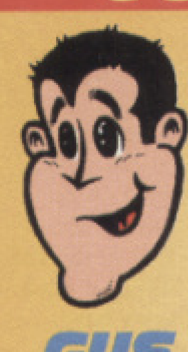








COMMENT



GUS

Shadowrun comes across as a very odd mix. Part detective novel, part New Age story, part Hacker run, all sorts of game elements are thrown in. In the end, I was intrigued and committed by the task if not overly excited by it. The early part of the game is quite tedious, with lots of mundane running work needed to get a little money. But once inside the Matrix, a well thought out part of the game, things get interesting. The graphics are just okay, and the sound is forgettable, but the depth of challenge and ingenuity sustains the game. I was only put off by the difficulty of becoming an established 'Runner, and

SON OF A GUN

There are few ways to make honest money in Seattle, so you choose to make Nuyen (the local currency) in shady ways. The easiest way is to become a Shadowrunner. Do this by finding contacts in bars and asking for work. They'll offer you a 'run', eg. escorting a packet or contact. You'll get paid for your trouble, but the amount depends on the complexity of the run. Big money is made by infiltrating the Matrix for specific information. When you have cash of your own, you can hire a Shadowrunner to be your bodyguard. Those available for work also hang out in bars.

FAMILY PLOT

The background to the whole game is the death of your brother, Michael. Making progress means following the clues that lead to his friends and 'runner associates. However, reaching these people often requires hard cash.





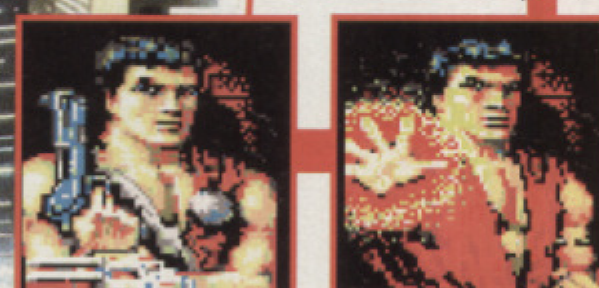
ADOWRUN

STREET LIFE

On the sidewalk, it's common for some enterprising young man to try and kill you for your money. You must always carry a gun. The more money you possess, the greater range of firearms open to your purchase.
Shops also provide other accessories, like ammo clips, healing patches, and grenades. When attacked, a marker appears over your nearest target. The colour of the marker represents the target's health. Yours is shown by a bar on the status panel to the right. At it's lowest, you are whisked to a nearby clinic (or hospital if you have a wristband).







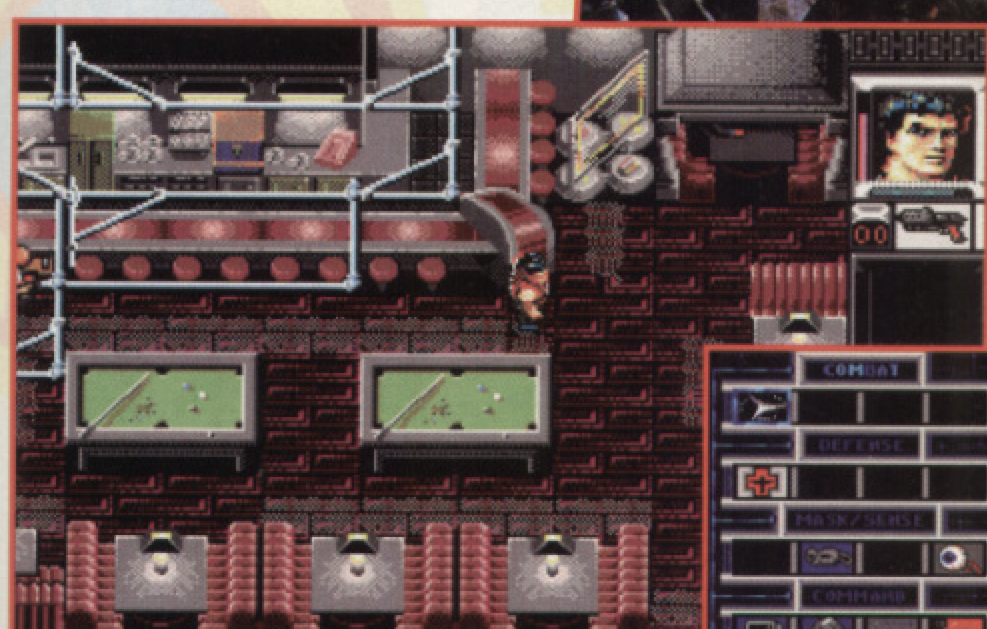
▲ *La, la, la, la, la -la la la (clue)*

COMMENT



STEVE

The greatest problem with Shadowrun is that it is so hard to become an accomplished 'Runner. It takes absolutely ages and performing the menial tasks required soon gets more than a little dull. This is in direct contradiction to the scenario and game world, though. Shadowrun's world is a bleak and dingy place where danger lurks around every corner, and the game's small graphics convey this perfectly. A little more excitement would have made Shadowrun a Cyberpunk classic, but this is more Bland Runner than Blade Runner.



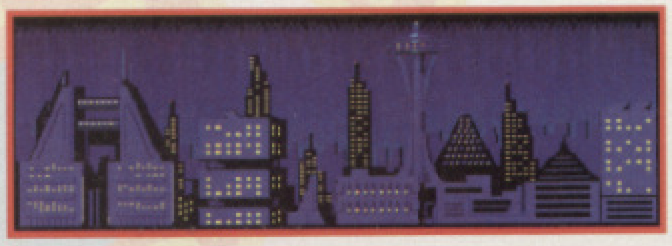
▲ ***Not the sort of place where you ask for 'a Babycham and a lager tops'.***

▼ ***Selecting your programs for use in the cyberzone.***



INTERNET

Possessing a Cyberdeck opens a whole new area of the game — the Matrix. This system is a massive computer net, linking all the world's terminals. Entering it requires a Datajack, Cyberdeck and one of the kiosk terminals located around Seattle.



▲ *Seattle has gained a tower just like the one in Montreal.*

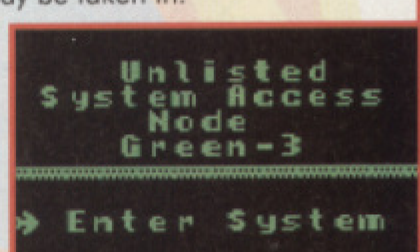


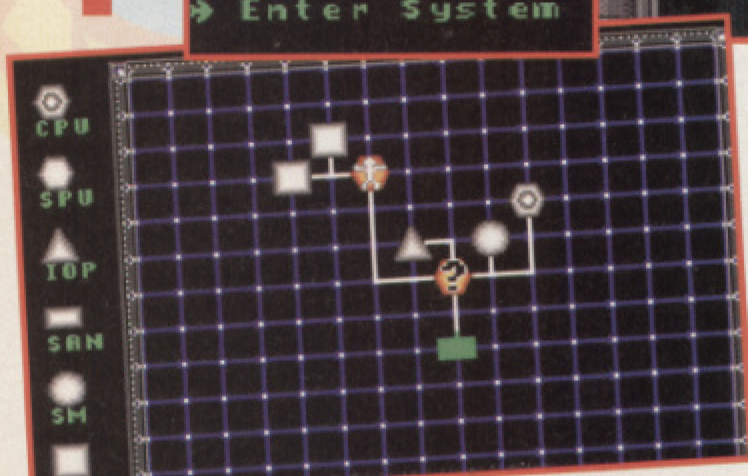


CYBERWARE

A *Datajack* is fitted through the skull to provide a link between the computer and brain. It allows you to see the Matrix as a virtual reality. The *Cyberdeck* stores several programs for use inside the net. The better the deck, the more programs that may be taken in.







NETWORKING

When inside, the Matrix is first shown as an overhead grid. Paths from your entry point lead to 'nodes'. Nodes have all sorts of functions. Some are junctions; some are corporate databases; others control the Matrix's security measures. Select a node and your mental persona moves towards it. If the node is unguarded, you may enter and use it. If a spinning shape appears (an IC), you have to use one of the programs on your Cyberdeck to enter. If you fail, you will be ejected from the Matrix, and your Cyberdeck may be damaged. Exploring nodes is a vital part of the game.

GRAPHICS — 76

▲The depiction of the Matrix is clever. There's a consistent visual atmosphere.
▼The outdoor locations are a bit tawdry and samey. Graphics are utilitarian.

SOUND — 69

▼Not particularly inspiring music or FX.

PLAYABILITY — 81

▲ The game is very complex, with plenty of parameters to explore. You choose a playing approach.
▼There's a lot of tedious 'Running work to be done.

LASTABILITY — 85

▲ Shadowrun appears to offer a vast task, and lots of secrets to be discovered.
▼Playing can often be a demoralising experience.

VFM — 84

▲You're paying a fair price for originality. This won't resemble any other games on your shelf.

OVERALL — 83

Another thinkers' game that does justice to the original concept, without many cosmetic frills. Complex, demanding and mostly rewarding.

MEGA SHOP GUIDE

TO ADVERTISE IN THE MEGA SHOP GUIDE CONTACT: MARIE LAWLOR ON 071 9726700

THIS SECTION SHOWS YOU WHICH SHOPS ARE NEAR YOU. ALL YOU HAVE TO DO IS LOOK FOR YOUR LOCAL AREA HEADING, AND THE DETAILS OF THE SHOPS ARE BELOW.

Tom Cat A

As the gap between games and films is gradually reduced, Sega are planning to bring all the thrills and spills of Top Gun to the Mega-CD. Tomcat Alley casts the player as a Top Gun-style weapons expert seated in a soaring F-14 Tomcat. As the FMV scrolls the assorted landscapes past, your aim is to blast the enemy planes to kingdom come.

Of course, it's not just the weaponry under your control, as somebody still has to guide the plane to a pre-determined destination. As such, not only must you switch between weapons in the heat of battle, but ensure you don't cop any hits from the enemy guns and missiles. The downside is that you never have complete control, but the programmers at Sega's US development camp have tried to compensate by adding all manner of nifty options to keep the game flowing.

The game is available now on import, and missed the full MEAN MACHINES review by a matter of hours. It'll be released officially within the next two months, but we felt it was only fair to give you a taster until the full review next issue...



▲ *Big cannons in Grand canyons.*









1 PLAYERS	RELEASE	APRIL
	BY	SEGA
	PRICE	£44.95
	GAME TYPE	SPORT
PERCENT COMPLETE		

FULL-MOTION ANTICS

Tomcat Alley's most impressive feature is its stunning FMV scenes. It is the first game to use full-screen Cinepak graphics, and the result is a succession of the clearest Mega-CD screens we've seen. Of course, this would be worth nothing if the visuals were crap, but Sega have done us proud. The action has been directed by a veteran Hollywood Director whose claims-to-fame include the original Star Trek movie, and all manner of clever cuts and special effects have been combined to create a genuine movie atmosphere. As such, in between smashing seven barrels out of the assorted enemy forces, you'll also see your missiles hitting their target at close range and intercut scenes of your wingmen.

Alley





IT MUST BE LURVE

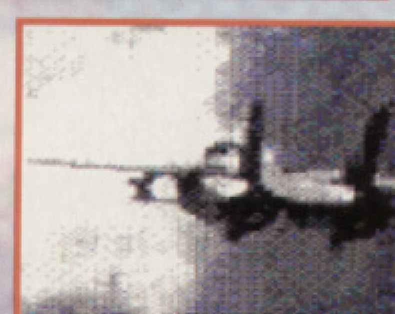
With everyone harping on about the ever-closing gap between games and films, one horrible side-effect becomes worryingly apparent during Tomcat's action: the love scenes. As you weave around the sky picking off the enemy, the CD whirs and offers helpful and sarcastic banter from a female wingman (wingperson?) called Ratchet. Depending on your performance, she's a real short-tempered girl and offers sarcastic comments and grudging praise. What next? Toejam leaving Earl for a girl called Jenny?

GOT 'IM!

When on the tail of a fleeing enemy plane, the main bulk of the action is revealed in all its simplistic glory. As the detailed landscape scrolls beneath a first-person perspective view of your F-14, a cursor wobbles about the screen waiting for you to position it on the escaping plane. If you manage to do this and keep it there long enough to press one of the fire buttons, a 'Lock On' message appears and a missile can be launched. All that needs to be done then is wait as the screen switches to that of a missile launching and a plane exploding. For the most part, the explosions and effects are very impressive, but if you look very closely there are some rather obvious bits of cotton holding some of the planes in the air!





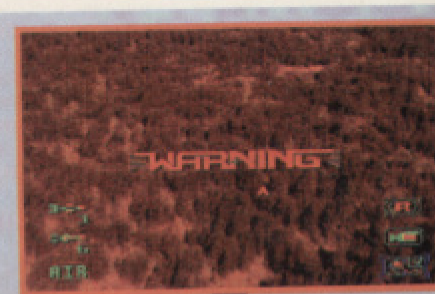




KEEP IT BRIEF

Each mission begins with a briefing from your CO. This takes place in a dark room with you and your wingmen surrounding a table. As the mission is explained, a series of holographic images appear on the said table depicting targets and waypoints. These are then stored in your plane's computer and automatically headed for when a set number of enemy planes have been destroyed. This is another example of the game's excellent presentation and is one of the scenes where Sega drafted in a series of actors to assume the roles of your colleagues and Officers.



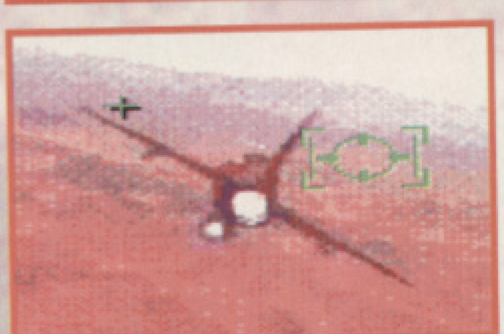




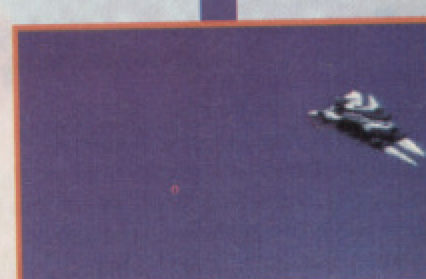


















WORLD CHAM

SOCCER





Just when you thought the rush of footy games was all over, along come Sega with their late but nonetheless valid entry to the genre: World Championship Soccer on the Megadrive.

Played across a horizontally-scrolling pitch, World Championship Soccer offers the player the chance to take part in this year's World Cup, replay the last two World Cup tournaments (including the one where Stuart Pearce and Chris Waddle spanged their penalties over the bar. Gits), or customise it to create your own. The group set-ups are all authentic, putting all the first round teams against each other and there's even a map of America showing exactly where each match is to take place. Wow!

All the expected shots and rules have been incorporated, and humour has been included by way of a series of cartoon-style interludes including the usual suspect pile-up of players whenever someone scores a goal and a comic style ref putting on his best comedy show while doling out the red and yellow cards. No release date yet, though, so keep 'em peeled for more news.







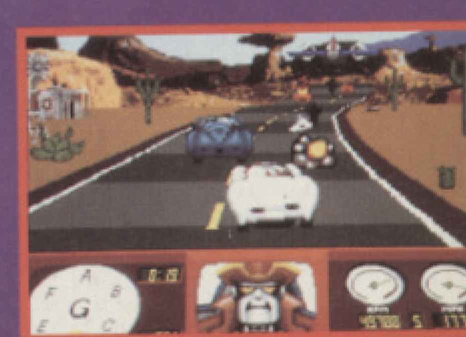
SPEED

One of the top TV cartoons in America and a recent Sky acquisition has been converted onto the Megadrive. It's Speed Racer and it comes courtesy of Accolade. In this high speed racing extravaganza, players can assume the role of the tough teenage driver Speed Racer, controlling the topper Mach 5 or play the mysterious Racer X in his Formula 1 Race Car — The Shooting Star.

Over seven progressively difficult levels, in six high-octane tracks and over 42 legs, the driver zooms through scenarios based on the TV show including Danger Pass, Snake Track and the Valley of Destruction. Take on torrid computer opponents or drag in a mate for some split-screen two-player action.

To win the day, drivers must pitch themselves — and triumph — against 16 mega-wicked villains such as Captain Terror, Snake Oiler and Gang of Assassins.

Mach 5 can be souped up by adding a variety of widgets like Canopy which shields against ricocheting bullets, gripper tires to combat oily roads, autojacks for jumping short distances at highspeeds and chopper blades to mow down opponents and slash through obstacles. Sounds pretty cool but check out the next issue of MEAN MACHINES for the full review.



PIONSHIP







▲ You control the Ulrika Jonsson cyborg team.



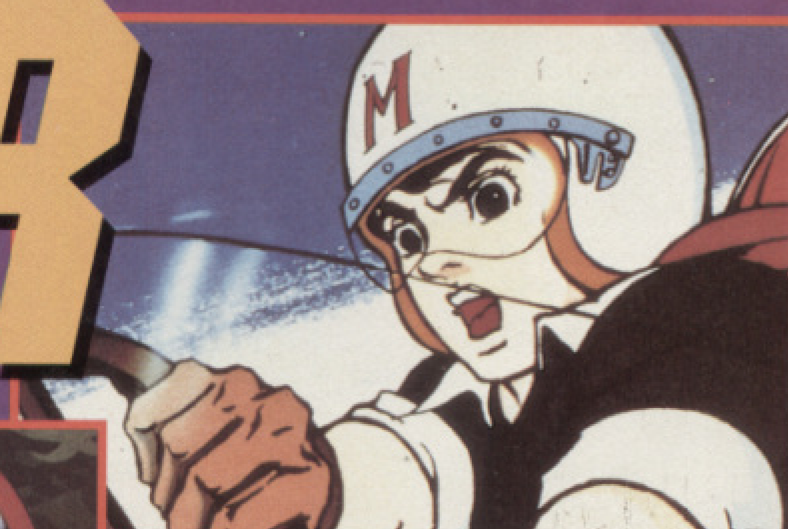


▲ The goalie's got appendicitis!

1-2 PLAYERS	16 MEG
RELEASE	TBA
BY	SEGA
PRICE	TBA
GAME TYPE	SPORT

PERCENT COMPLETE

RACER





▲ Here he comes, here comes Speed Racer.



▲ Those American road-signs could lead to confusion.



▶ That split-screen could prove bewildering.

1-2 PLAYERS	16 MEG
RELEASE	JULY
BY	ACCOLADE
PRICE	TBA
GAME TYPE	RACING

PERCENT COMPLETE

Sensible SOCCER







We've had soccer games until they're coming out of our ears on the Megadrive and the deluge hasn't stopped yet. World Cup '94 is on it's way from US Gold, Kick Off 3 is warming up from Imagineer and there's even rumours of a sequel to Péle! But a footie game for the Mega-CD has been strangely absent. Until now, that is. Yes, Psygnosis are doing the decent thing and bunging Sensible Soccer over to the Mega-CD.

The Megadrive version of Sensi had the huge misfortune of being released at the same time as FIFA. But, as far as this office is concerned, Sensible Soccer has stood the test of time with a Sensi match played at least once a day even now, some four or five months since we first saw it.

From what we've seen so far the game is a direct conversion of the Megadrive version but with the expected digitised intro sequences and much improved sound. The crowd noises have been sampled from a real football match — a Tranmere Rovers game to be exact — so they are ultra-realistic; although not as exciting as they could have been perhaps, as that particular game ended in a 0-0 draw!

Like the Megadrive version, the emphasis is on speed, with the tiny players ripping across the screens like there was no tomorrow. One major change Psygnosis plan is to make the goalies a touch more intelligent — so the 20-17 scores may come down a tad. We'll bring you a full review in a future issue of MEAN MACHINES SEGA.











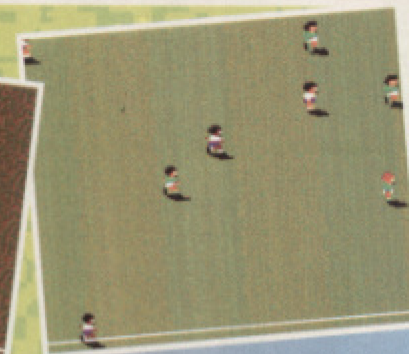






1-2 PLAYERS	
RELEASE	JUNE
BY	PSYSNOSIS
PRICE	TBA
GAME TYPE	SPORTS
PERCENT COMPLETE	







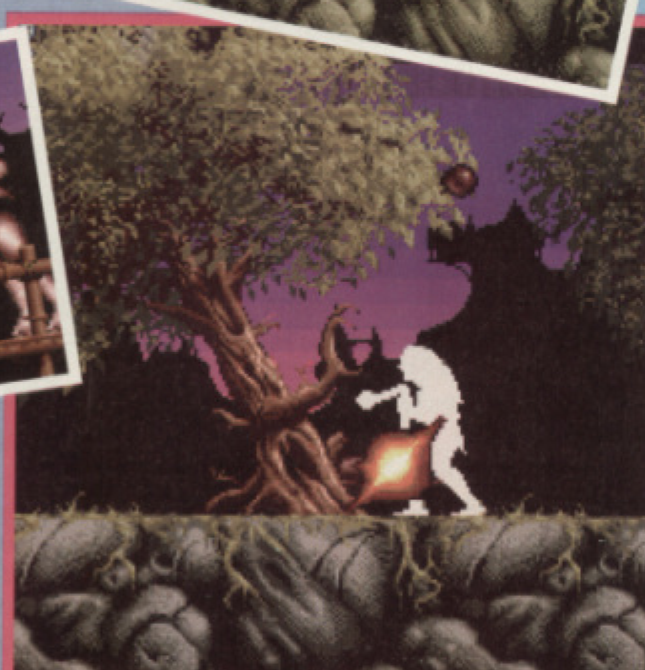






BEAST II











A baby's life is not a happy one. All they do is crap, puke, eat and scream. The poor star of Shadow Of The Beast II — out on Mega-CD soon courtesy of Psygnosis — has it really hard, though. Pinched from his parents as he lay gurgling in his cradle by an evil demon, his parents are killed and he is turned him into a hideous beastie.

Shadow of the Beast II, originally written by Reflections for the Amiga, kicks off with the player cast as this wretched beast creature. Desperate to restore yourself to human form and avenge your parents' deaths, the game's platform environment throws up a series of puzzles and battles as you explore the vast play area. The puzzles are of the object-related variety, and will eventually take you on to a confrontation against the demon.

Fortunately, there are some friendly bods about, including a wizard who doles out fancy spells. You get weapons to aid you on your quest including a ball and chain type affair.

EA's Megadrive Beast II was pretty poor all round, but Psygnosis claim they've improved every aspect for this CD version. Take a peek at these screenshots to make up your own minds about the graphics, and we'll fill you in on the rest in the forthcoming review.

1 PLAYERS	
RELEASE	JUNE
BY	PSYSNOSIS
PRICE	TBA
GAME TYPE	PLATFORM PUZZLE
PERCENT COMPLETE	

MEGAMART

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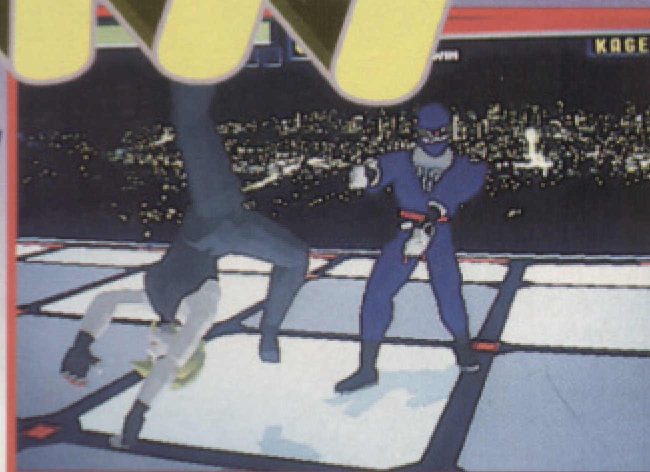


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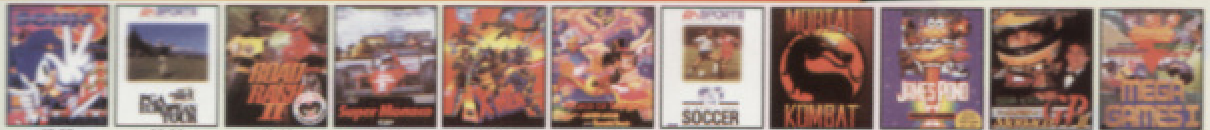
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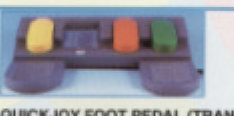
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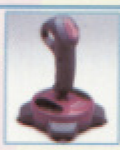
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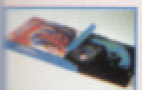
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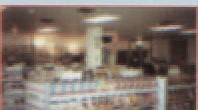
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